

PERFECT DARK HIDDEN WEAPONS REVEALED!

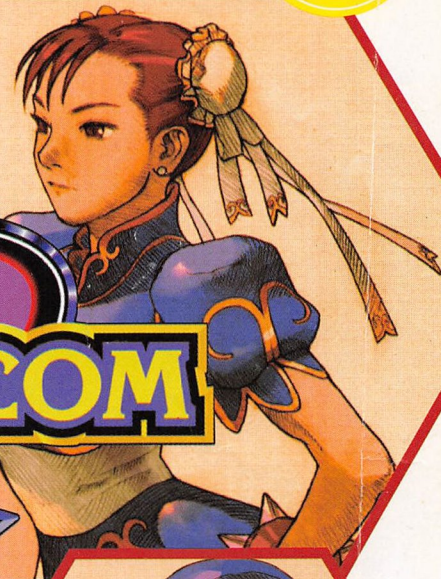
**NOW
OVER
2,700
VIDEO
GAME
TIPS!**

50229

TIPS & TRICKS

THE #1
VIDEO-GAME TIPS
MAGAZINE

AUGUST
No. **66**
2000



MARVEL VS. CAPCOM

**SELECT
GAME
PREVIEWS**
DINO CRISIS 2
FINAL FANTASY IX
DRIVER 2
MEGA MAN 64
CHRONO CROSS
RESIDENT EVIL ZERO
STAR WARS DEMOLITION
METAL GEAR SOLID 2
INCREDIBLE CRISIS
MARIO TENNIS 64

AND MORE!

www.tipstricks.com

AUGUST 2000
\$4.99 U.S./\$6.50 CANADA



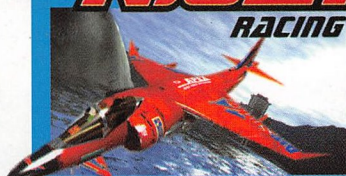
0 74666 50229 1

7hreads of Fate



Detailed Walkthrough

N-GEN
RACING



Secret Aircraft

**METAL
SLUG 3**

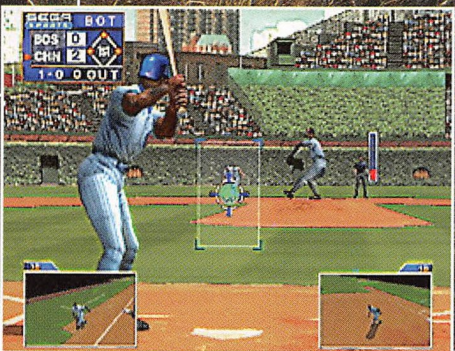


Complete Maps



**WORLD SERIES®
BASEBALL 2K1**

League is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, Sega Sports and World Series Baseball 2K1, are either registered trademarks or trademarks of Sega Enterprises, Ltd. (SEGA ENTERPRISES LTD., 2000, All Rights Reserved). The World Series is a trademark owned by Major League Baseball and may be reproduced without written consent. Major League Baseball trademarks and copyrights are used with permission of Major League Development Properties, Inc. www.mlbbaseball.com. MLB logo is a trademark owned by Major League Baseball. Playoffs Association. All rights reserved. www.mlbbaseball.com. All other trademarks are the property of their respective owners.



IT'S THINKING





**SOONER OR LATER,
PEDRO COMES FOR US ALL.**

A NUCLEAR BOMB IS ABOUT TO DETONATE,
IT'S CONTROLLED BY SADISTIC THERMO-TERRORISTS.
AN AMBASSADOR'S LIFE HANGS IN THE BALANCE,
NO REINFORCEMENTS ARE COMING...

WILL ANYONE MAKE IT TO DAWN?

**ACTION/ADVENTURE
GOES HIGH-SPEED.**



Lose yourself in a heart-pounding
3-D thrill-ride that stretches across
30 different cities and 12 countries.

**MULTIPLE DECISIONS.
MULTIPLE OUTCOMES.**



Every decision becomes crucial as
you change routes, engage enemies,
and alter the outcome.

**SEARCH. SOLVE.
AND DESTROY.**



Search computers and bodies to find
clues; then dispose of terrorists using
10 different military weapons.



C O V E R T O P S : *NUCLEAR* DAWN™



2
ACTION-PACKED CDs



Animated
Blood & Gore
Animated Violence

www.activision.com

ACTIVISION®

Covert Ops: Nuclear Dawn © 2000 Sony Computer Entertainment Inc. Covert Ops: Nuclear Dawn is a trademark of Activision, Inc. Published and distributed by Activision, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks or trade names are the properties of their respective owners.

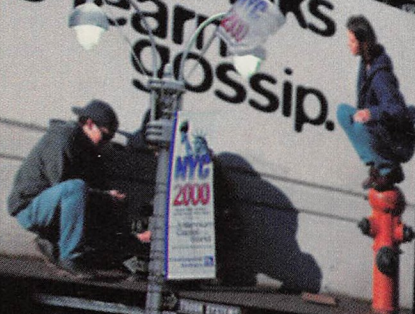


Capture runaway cat with repairman's help.



If only the answers to solving the mysteries of Wild Arms 2 were this easy to find. Instead, you'll face a monumental challenge to discover the secrets that lie within this stunning, yet mysterious 3-D world. A place where fate lies in the balance. Where one courageous, determined hero must sacrifice his heart for peace. Can he use the power of all living life forms and save Filgaia from the evil forces of Odessa?

Buy drinks to learn gossip.



Kick computer to make it work.



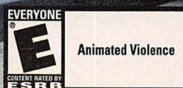
Use new tools to get treasure.

Teleport Orb gets you to island.



Save before using duplicators.

Look inside barrels.





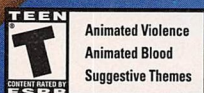
Wild Arms is a registered trademark of Sony Computer Entertainment America Inc. © 2000 Sony Computer Entertainment Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

56 INVINCIBLE LEGENDS.

1 INCREDIBLE FIGHTING GAME.



The world's most insane tag-team fantasy fighting series is beyond belief in *Marvel vs. Capcom 2* for the Sega Dreamcast™! An unprecedented total of 56 playable characters include the debut of Jill from *Resident Evil*™, Tron and her Servebots and Cable from *Marvel Comics* fame. Experience arcade perfect fighting with 3 on 3 tag-team battles, unbelievable control and hyper-fast animation. Pick a fight with legendary Capcom characters and Super Heroes from the *Marvel Universe* and prepare to be amazed.

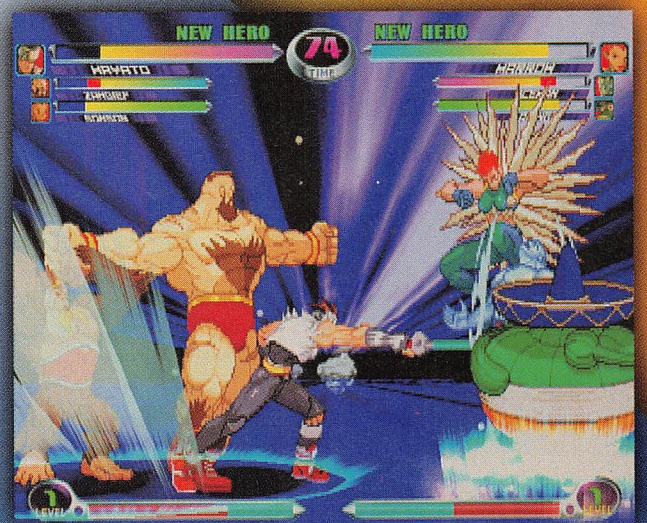
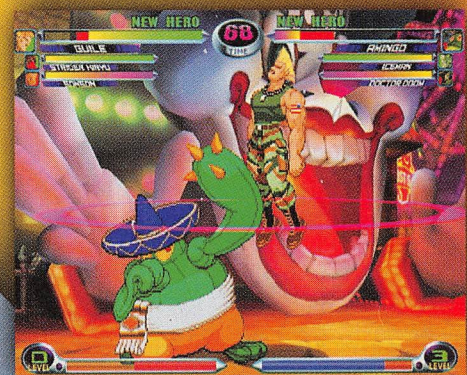
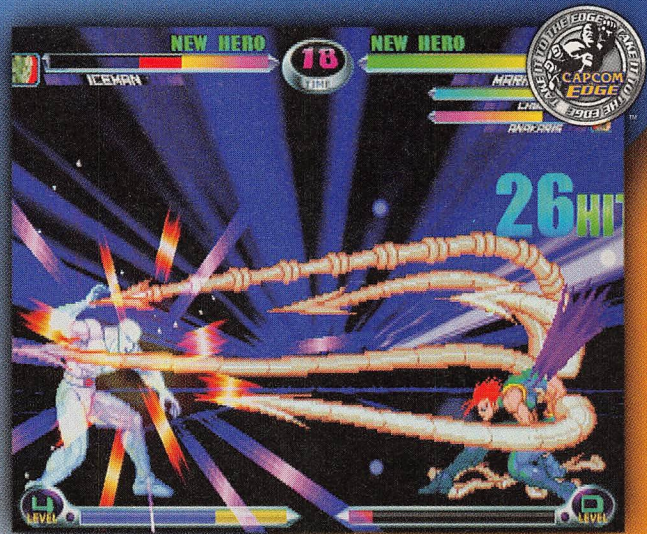


CAPCOM
WWW.CAPCOM.CO

Sega
Dreamcast™

MARVEL™

© CAPCOM CO., LTD. 2000 © CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MARVEL VS. CAPCOM 2 and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. MARVEL and all Marvel character names and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission. © 2000 Marvel Characters, Inc. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. The ratings icon is a trademark of the Interactive Digital Software Association.





CONTENTS

Just in case you couldn't tell what was inside this issue by looking at the cover, we've organized the contents into this handy reference table!






departments

Power Up!	12
Readers' Tips	16
T&T Select Games	60
Hi Scores	96
Hint Hotlines	98
Hard Core	105
Tournament Report	106
Pokémon Report	110
Japan Report	112
Cool Zone	114

strategies

 Perfect Dark	18
by Anatole Brown	
 Marvel vs. Capcom 2 (Part 1)	20
by Jason Wilson	
 Threads of Fate	30
by Pat Reynolds	
 NGEN Racing	38
by Ara Shirinian	
 Metal Slug 3	46
by Ara Shirinian	
 Hercules: The Legendary Journeys	100
by Rich Krupa	

codes

 Nintendo 64	70
 PlayStation	78
 Game Boy	88
 Dreamcast	91
 GameShark	94

TIPS & TRICKS™

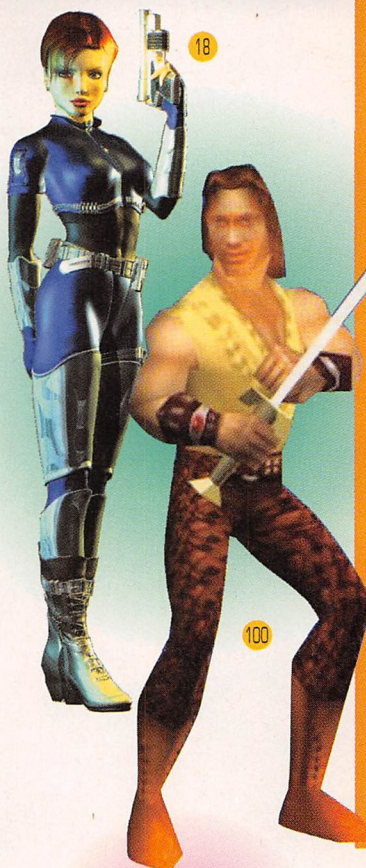


AUGUST 2000

ON THE COVER

Capcom's mightiest heroes face off against Marvel Comics' finest in the new arcade hit, *Marvel vs. Capcom 2*—coming soon to Dreamcast!

Capcom is a registered trademark of Capcom Co., Ltd. Marvel Comics, Marvel and all character names and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. TM & © 1998 Marvel Characters, Inc. All rights reserved.



Tournament Report

106



Pokémon Report

110



Japan Report

112



Cool Zone

114



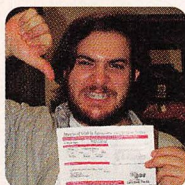
TIPS & TRICKS Editor in Chief **Chris Bieniek** would like to congratulate Nintendo on the recent sale of its 100 millionth Game Boy system. Having owned five or six different models himself, he reckons he's played hundreds of Game Boy games—and drained hundreds of batteries—since the system was introduced in 1989.
Current Favorite Games: Mario Golf, Incredible Crisis, Samba de Amigo, Mystical Ninja Starring Goemon



Senior Editor **Anatole Brown** has been wracking his brain, but he just can't remember the name of the scrolling shoot-'em-up game that he and his friends were obsessed with while growing up in Japan. He remembers a triangular, *Xevious*-style ship—and he thinks it was a PC Engine game—but the rest is a blank. Reader suggestions are welcome.
Current Favorite Games: Ms. Pac-Man Maze Madness, Marvel vs. Capcom 2, Dino Crisis 2, Incredible Crisis



SNK's recent withdrawal of its NeoGeo Pocket Color system from the American and European markets was enough to send Associate Editor **Jason Wilson** out on a whirlwind shopping spree during which he acquired the entire NGPC library in a single weekend. He won't be able to afford a square meal for a couple of weeks.
Current Favorite Games: Donkey Kong, Metal Gear Solid, Super Street Fighter II Turbo, Tony Hawk's Pro Skater 2



Associate Editor **Ara Shirinian** is fed up with the increasing costs of automobile insurance, registration, fuel and maintenance. He's thinking about buying a bicycle and thumbing his nose at the "crooks, racketeers and shysters" who have leached all of his hard-earned money and left him with nothing but polluted skies.
Current Favorite Games: Chrono Cross, Dance Dance Revolution, Shutokou Battle 2, Incredible Crisis



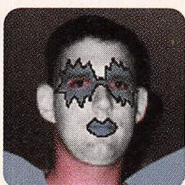
Art Director **Lisa Beattie** grew up watching *The Electric Company* on PBS, so she's been pleased to see reruns of this classic '70s educational program showing up on cable recently. She'll get misty-eyed at the sight of Spider-Man, LetterMan or Morgan "Easy Reader" Freeman...but not Fargo North: Decoder, whom she describes as a "dork."
Current Favorite Games: Samba de Amigo, The House of the Dead 2, X-Men: Mutant Academy, Devil Dice



Instead of the quiet, reserved Assistant Editor **Charlotte Chen** that we all know and love, the **TIPS & TRICKS** staff has had a hard time getting used to the "new" Charlotte who's power-packed from gulping Pokémon vitamins. Her daily routine now includes smacking Jason around the office like a cartoon punching bag.
Current Favorite Games: Adventure, Tetris, Valkyrie Profile, Dragon Warrior



Contributing Editor **Pat Reynolds** is very excited about the new laser-sight peripheral from Blaze that connects to your light gun and allows you to draw a bead on video-game opponents with uncanny accuracy. Like his neighbors don't think he's crazy enough; all they need is to see him running around the house with a frickin' laser sight.
Current Favorite Games: Armored Core 2, Mega Man Legends 2, Guitar Freaks, Mega Man 64



When he's not replacing the bearings on his skateboard or tweaking the sensitivity of his analog joysticks to give him more precise control, **Geoff Arnold** likes to experiment with unusual guitar tunings. He also likes to leave his Morley wah pedal half-depressed in order to get that midrange-y Michael Schenker-style "abandoned post office" tone.
Current Favorite Games: Army Men: World War, Front Line, Moon Patrol, Battlezone



Rich Krupa's affair with legendary screen queen Ms. Pac-Man has provided plenty of fodder for industry gossip columnists; they're calling him the "Larry Fortensky of video games." Visitors to the couple's Palm Springs hideaway can expect a blast from the Super Soaker that Rich uses to chase away paparazzi.
Current Favorite Games: Tony Hawk's Pro Skater, Dance Dance Revolution, Bust A Move 4, Godzilla Maximum Impact

TIPS & TRICKS

Publisher
LARRY FLYNT

President
JIM KOHLS

Executive Vice-President
THOMAS CANDY

Corporate Vice-President
DONNA HAHNER

Vice-President, Administration
LIZ FLYNT

Editor in Chief
CHRIS BIENIEK

Senior Editor
ANATOLE BROWN

Associate Editors
JASON E. WILSON
ARA SHIRINIAN

Art Director
LISA BEATTIE

Assistant Editor
CHARLOTTE CHEN

Contributing Editor
PATRICK REYNOLDS

Contributors
GEOFF ARNOLD
RICH KRUPA

Contributing Art Director
IONE JEFFERIES

Copy Chief
PHILIP SANGUINET

Network Systems Director
ANDREA LANDRUM

Network Systems Operators
MARIE B. QUIROS
LISA W. JONES

Corporate Design Director
SHARON LUTKIE

Production Coordinator
DENICE WATERS

Production Assistants
KERRY FURLONG
VIRGIL GAERKE

National Advertising Director
MARI KOHN
(323) 951-7909 FAX: (323) 651-0651
ADVERTISING INQUIRIES ONLY; NOT A TIP HOTLINE

Marketing Manager
BRIAN DUNN

Advertising Coordinator
MIKE KASSAK

Advertising Production Director
GINA J. LEE

Advertising Production Coordinator
JOSE SANCHEZ

Subscription Director
R.J. SWIRCZ

FOR SUBSCRIPTION INFORMATION,
CALL 1-800-621-8977
SUBSCRIPTION INQUIRIES ONLY; NOT A TIP HOTLINE



Audit Bureau of Circulations
Member

Vice-President, Advertising
PERRY GRAYSON

Vice-President, Flynt Digital
TONY TANG

Vice-President, Finance
DAVID WOLINSKY

What can you get for under \$10?

a)

60546	221	13	2	D	72.00	EGDSDFB
17.00	UPPER UPPER CONCOURSE					
72.00	THE CORPORATE-MEGAPLEX ARENA				ZZ	86095
221	IN ASSOCIATION WITH "ROT 90 TEETH SODA"				221	
213498	PRESENTS				CHUMP	
15	1	"DA CORN BISCUITS"				15
HMBONE	NO GOOD TIMES/NO FUN				MD	17.00
04AUG	FRI	AUG	4	2000	3:30 PM	0

b)



c)



d) "A great new game for the PlayStation® game console..."

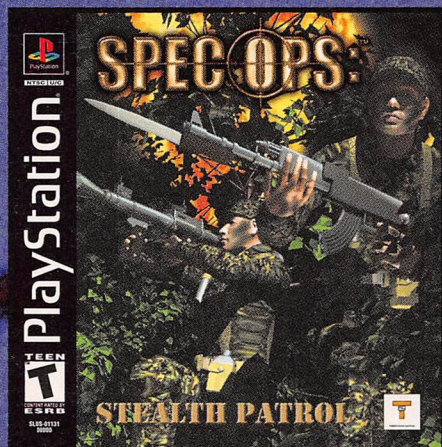
\$9.99

YOU GOT GAME

\$9.99

SPEC OPS: Stealth Patrol

THE ENEMY IS EXPECTING YOU TOMORROW...YOU'RE ALREADY THERE!



April 2000



- Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units.
- **Fight** against time and huge **enemy forces** in global **terrorist hotspots**.
- An **arsenal** to choose from including **night-vision** goggles, **sniper** rifles, machine guns, **tripwire** mines, grenades, shotguns, and more.
- **Two player** split-screen battle mode.
- Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

ACTION BASS SIZE MATTERS



May 2000



- Tournament-style Challenge Mode, **free-wheeling** Free Mode, and an Extra bonus Mode is available.
- **Lure Action** Gauge (lure movement status meter) allowing the player to monitor **lure movement** easily.
- Enjoy watching fish (up to five heaviest) you brought back in the **Aquarium Mode**.
- Five diverse lures are available at the beginning, covering a **wide range** of water conditions and lure **movements**. More lures will be available as the player **gains experience**.
- Wide variety of "**lure action**" possible to **attract bass**, with some lures requiring retrieving or rod **movements** only while others requiring **skillful** combination of the two.

\$9.99*

YOU GOT GAME

\$9.99

WWW.TAKE2GAMES.COM

\$9.99

YOU GOT GAME

\$9.99

MARTIAN GOTHIC

EXPLORE THE DARKSIDE OF THE PLANET.

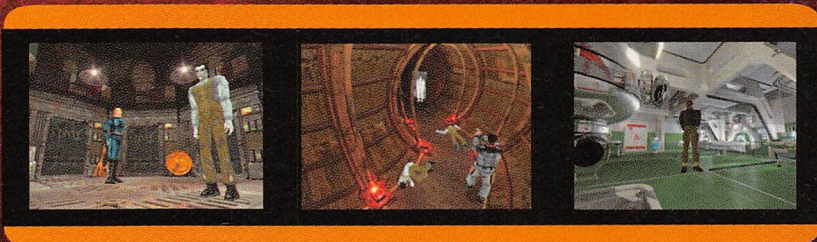
Year 2018. On Vita 1, a base constructed on the face of Mars, man searches for evidence of bacterial life beneath the frozen surface. During the excavation, a giant sarcophagus opens into a vast and ancient necropolis. Soon after, all communication with Mars ends.

Reason for breakdown of transmission: unknown.

Fate of Vita 1 base: unknown.



May 2000



- Through the complex, layered plot **follow** three investigators sent by Earth Control to **assess** the situation on Vita 1.
- Dozens of **treacherous** subterranean city caverns to **explore**.
- **Non-linear** puzzle structures **challenge** you at every turn.
- Strange and **violent creatures stalk** you constantly as you **seek answers** to the disappearance of Vita 1's staff and the **mystery** of the ancient Martian **necropolis**.

GRUDGE WARRIORS

THERE IS NO SUCH THING AS FRIENDLY FIRE.



April 2000



- **23 mission battle arenas.**
- 11 **ruthless** and unique **gangs** + the Final Boss to compete against in battle.
- Each level is loaded with **secret areas**, hidden **power-ups** and dozens of non-gang opponents like **attack droids** and robotic gun turrets.
- **Head-to-head** 2 player split screen **combat**.
- Dozens of power-ups including **invulnerability**, invisibility, **double damage**, guided missile jammers, nitro boosts...
- An arsenal of **destructive** weaponry including **shield-draining** bombs, energy **mega-bolts**, corrosive gas bombs and mini-thermonuclear **warheads**.

* Suggested Retail Price=\$9.99.

©2000 Take-Two Interactive. All rights reserved. Take-Two Interactive Software, Inc. and the Take-Two logo are registered trademarks of Take 2 Interactive Software, Inc. Spec Ops & Zombie are trademarks of Zombie Software Incorporated. Grudge Warriors is a trademark of Take 2 Interactive Software and Telstar Electronic Studios Ltd. Martian Gothic is a trademark of Creative Reality, Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icons are trademarks of the Interactive Digital Software Association.



\$9.99

YOU GOT GAME

\$9.99

WWW.TAKE2GAMES.COM



Got any really tough questions that no one can answer? Found a secret that only you know about? Drop us a line at:

TIPS & TRICKS
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

We'll choose the letters with the most interesting comments and questions to print here each month!

WHAT'S WRONG WITH BEING SEXY

We are currently studying sexism in the media. While looking through your magazine, we found ads that would represent sexist or degrading images of women. After studying the topic extensively, we have found that there is a relationship between the way that the media portrays women and the way that men act towards them. Showing ads like the one for *Deathtrap Dungeon* or *Tomb Raider* portrays images of "busty" or "easy" women in sexual positions when there is clearly no need for this. By accepting these ads, your magazine is continuing to contribute a degrading image of women and the objectification of women. We believe very strongly that your magazine should not continue to promote these sexist and degrading images of women, and should rather stand up for their rights by no longer running ads of these types. We would like to know how you feel about these ads appearing in your magazine, and if these are the messages you would like your audiences to receive. Thank you for your time, please respond.

—David Benedict
 St. Paul, MN

Well, David, we don't like sexist or degrading advertisements either, but the nature of our business sometimes does not allow us the opportunity to research these matters before a questionable advertisement is printed. And just like any other magazine, T&T needs ads in order to stay alive. There is a complex interaction between advertisements and consumers that is a lot more liquid than most people realize. The content of ads is strongly in-

fluenced by consumers. Certain objects or ideas do not appear in ads because our society has determined them to be inappropriate. On the other hand, ads can also change society's opinions, wants and morals. The most powerful statement consumers can make is to choose which businesses to patronize. Remember, these messages are not from us, they are from the game publishers and manufacturers. That's the whole reason why ads are separated from the other sections of the magazine. They are a message from the maker of the game to you. If you don't like what they have to say, we suggest you avoid buying their products and/or write them letters.

VCD ABCs

Hi, my name is Aubrey. I have seen the PlayStation Movie Card advertised. If it doesn't play DVDs, what exactly does it play? Thanks for taking the time to read my letter.

—Aubrey Stewart
 Walker, LA

This "Movie Card" is not an official licensed Sony product and was created primarily for the Asian markets. These kinds of devices play what is known as a "VCD," or Video-CD. They are compressed video that has been written onto a CD. You won't be able to find many VCDs here, but overseas there are plenty of them! But don't think that you're missing much. The video quality is poor—even worse than a VHS tape!

THE IRON MAN

Hey guys, I have a couple of questions. I now know that you have seen the anime movie *Akira*. I know this from your *Resident Evil: Code Veronica* strategy guide when you say "pulls a Tetsuo" for Alexia. So, I was wondering if you, like me, noticed that a character in the game *Gekido* (May 2000 issue, *Select Games* section) is named Tetsuo. I wanted to know if there is a connection between these two. It sounds like there could be a connection because of how similar the two are. Both the movie and the game seem to deal with mind powers, so it is likely they are connected in some way. Are there any games based on *Akira*? If there are, for what system? If there



Here's one type of VCD player that attaches to the back of the PlayStation.

aren't, someone should definitely make one.

—Chris Killeen
 Englishtown, NJ

Tetsuo is not an unusual Japanese first name, so you may often see it in things like comics, games, films, etc. On the other hand, Gekido is highly influenced by Japanese pop culture, so the developers may very well have had Akira's Tetsuo in mind. To answer your second question, there was at least one 8-bit Akira game released in Japan. Another Akira game was created and sold in Europe for the CD³² system. Finally, in 1994 and 1995 Akira games for all the major console systems of the time were announced for domestic release by THQ. Unfortunately, none of them ever came out.

TOKEN OF THE MONTH



Front



Back

This month's token comes from the *Pirate's Hideaway* in San Diego, California. It was sent in by Justin Cooper. Thanks, Justin!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
 TIPS & TRICKS Magazine
 8484 Wilshire Blvd., Suite 900
 Beverly Hills, CA 90211



**You are the
chosen one.**

Prove it.

It will take more than your own magic and skill to save mankind from evil. To fulfill prophecy, you'll need to combine the power of the elements to create the most feared weapon of all time - Crystalis.

Crystalis™



**GAME BOY
COLOR**



MILD ANIMATED
VIOLENCE

www.gameboy/crystalis.com

TM, ® and Game Boy Color are trademarks of Nintendo of America Inc. © 2000
Licensed by SNK Corporation of America. © 1988 SNK Corporation of America. All rights reserved. © 2000 SNK/Nintendo.
Converted by Nintendo Software Technology Corp. Character(s) used in the Game © 2000 Nintendo

Perfect Dark



Now that you've spent your whole summer playing *Perfect Dark*, we figured we'd give you some added hints to help increase the playability of the game. There are several hidden weapons throughout the Solo Missions that are pretty hard to find, but once you get them they'll help you crush the enemy!

PERFECT DARK

by Anatole Brown

HIDDEN WEAPONS

Each level has one or two hidden weapons that can aid you in your missions. This can also help you to unlock more weapons in the Firing Range in the Carrington Institute, since only the weapons that you come across in the Solo Missions will be available there. Note that some hidden weapons are only available when playing at specific difficulty levels.

1.) dataDyne Central: Defection



A.) Double Falcon 2

There's one shock trooper with Double Falcons on the third level down from the top. He's the only shock trooper on the floor, so you won't miss him.



B.) Laptop Gun

At Perfect Agent difficulty, let the programmer run for his life and chase him down the hall to a door that reveals a weapons storage room.

2.) dataDyne Research: Investigation



A.) Double CMP 150

Try getting to the weapons locker console (near the bot reprogramming console) without alerting the guards. You'll be able to open the weapons locker if you aren't detected.



B.) Proximity Mines

They are in a hall behind the isotope you're supposed to holograph with the CamSpy. You will take some damage from the radiation.

3.) dataDyne Central: Extraction



A.) DY357 Magnum

Try killing the first five guards without being detected. Head shots will keep you from alerting your presence. Forget about the two guards above the stairway. The fifth guard behind the couch will drop the prize.



B.) Grenade/Dragon

Kill all the guards on the bottom floor without being detected. After going up the elevator, a shock trooper will come around the corner with Cassandra's Key. Use the key to get into her office and grab the grenade on the table. Throw it into the right corner (near the picture of the man) and blow a hole in the wall to get the Dragon.

4.) Carrington Villa: Hostage One



A.) Double CMP150

If you get to the sniper standing on the wall guarding the helipad and kill him in under 38 seconds from when the mission starts, he will drop the guns.



B.) Devastator

Blow up the far left crate on the helipad.

5.) Chicago: Stealth



A.) BombSpy

In the alley, move the square trash bin by the barrels and shoot the barrels. The explosion will destroy the trash bin to reveal a BombSpy. You can use the BombSpy to kill the guards at the exit instead of using the taxi as a distraction.



B.) Double Falcon 2 (Scope)

Enter the door behind the black limo and go down the ramps to the Pond Punk entrance. A guard will come out and open the door. Enter and grab the Double Falcon 2 off the counter.

6.) G5 Building: Reconnaissance



A.) Crossbow

In the first area, punch out the second cloaking guard instead of shooting him to get the Crossbow.



B.) N-Bomb

At Special or Perfect Agent difficulty only: If you placed the Remote Mine on the top door of the stairwell in the Chicago: Stealth level, you will find N-Bombs by the top exit area of the G5 Building.

7.) Area 51: Infiltration



A.) Rocket Launcher

How do you get the Rocket Launcher on the helipad without getting killed by the land mines? Go through the big double doors towards the base and use the crawl space behind the area protected by the gun turrets.



B.) Double MagSec 4

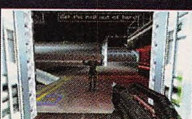
Right after placing the Comms Rider on the satellite dish, a guard with a brown suit and a white chest plate will come out blasting with two MagSecs.

8.) Area 51: Rescue



A.) Double Falcon 2 (Silencer)

Find a suspicious-looking block in the storage area near the first ramp. Blow it up for double silencers.



B.) Phoenix

If you spared the life of the technician with the key in Area 51: Infiltration by knocking him out, you will meet him again behind the locked doors on the second floor. Follow him to the elevator and go up to a room with the Phoenix.



9.) Area 51: Escape



A.) Double Falcon 2 (Scope)

Turn back at the start of the mission and you will find two Falcons next to the two dead lab technicians. The poisonous gas makes it a little risky on your health, though.



B.) Remote Mines

If you get Elvis into the containment area in less than 36 seconds from the start, you will find Remote Mines on the bottom floor near the first wave of guards before you meet Jonathan.

10.) Air Base: Espionage



A.) Proximity Mines

The mines are located on the other side of the tunnel that you follow the flight attendant through.



B.) Double DY357 Magnum

Defeat all three NSA guards. The last guard by the security system and the programmer will have two Magnums.

11.) Double Cyclone



A.) If you kill the two guards right next to the stairwell, they will have keys to the two elaborately decorated doors containing Cyclones. You can off them even before you meet the President.

12.) Crash Site: Confrontation



A.) Proximity Mines

Turn around at the start of the level and head through the canyon and over the log bridge to meet Elvis. He'll give you mines if you see him first before completing any objective.



B.) DY357-LX

If you're quick, you can disarm Trent Easton when he's standing by the President. Remember, you have to use the secondary function of the Unarmed option to disarm someone.

13.) Pelagic II: Exploration



A.) Double Falcon 2 (Silencer)

After the fourth door (right after the short hall with the stairway) there will be a guard with two Falcons. They key, however, is not to let the guards set off the alarm before you get there.

14.) Deep Sea: Nulify Threat



A.) Proximity Mines

Kill the second wave of guards (after the fourth door) before Elvis does it for you. One of the guards will drop a box of mines.

15.) Carrington Institute: Defense



A.) Devastator

Rescue the two hostages safely in the Information Lab (the room where you test the devices) and one of the hostages will thank you with a Devastator.

16.) Attack Ship: Covert Assault



A.) Double Mauler

At the control bridge, there will be three Skedars when you first walk in. Kill the middle one and it will drop two Maulers.

17.) Skedar Ruins: Battle Shrine



A.) Double Phoenix

Destroy the two other temple targets that don't appear on the Tracker by using the wall hugger. You will see the weapons appear at the edge of the canyon before you drop down.

SPECIAL ASSIGNMENTS



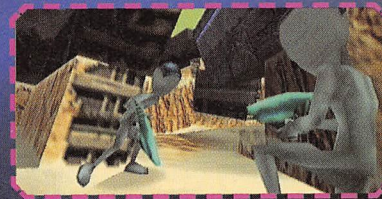
Mr. Blonde's Revenge

Finish all Solo Missions at Agent difficulty.



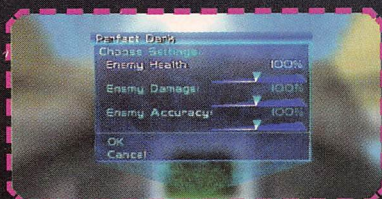
Maian SOS

Finish all Solo Missions at Special Agent difficulty.



War!

Finish all Solo Missions at Perfect Agent difficulty.



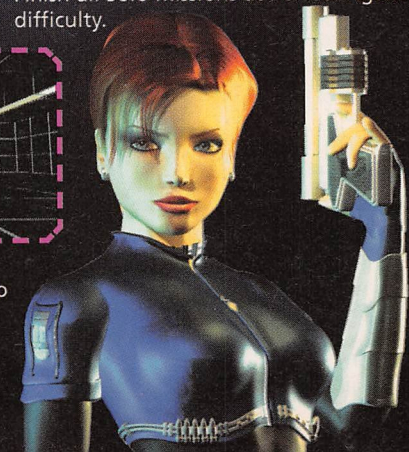
Perfect Dark

Finish all Solo Missions on Perfect Agent difficulty. This mode is basically the same as the Perfect Agent missions, but it allows you to adjust the enemies' health, damage and accuracy.



The Duel

Find all the weapons in the Solo Missions and get at least a Bronze star on each weapon in the Firing Range.





MARVEL

by Jason Wilson



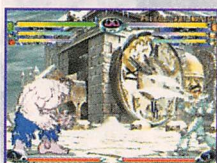
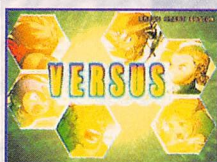
PART 1

Theory

Marvel vs. Capcom 2 is very different from its predecessors. There is no Strong Punch or Forward Kick button to string your attacks like the other games in the "vs." series. You will need to press Jab Punch twice or Short Kick twice for your medium punch or forward kick to appear. This alters gameplay significantly for several reasons. First, you have to actually be close to your opponent, with him or her in blocking position or getting struck. You will also be unable to use either button as an anti-air maneuver or to poke at your opponent with characters that relied on moves like this, such as M. Bison with his standing Forward Kick. Most combination attacks can be done with Jab Punch, Short Kick, Jab Punch and Short Kick in the air. At first, it was believed that the traditional "infinite" combos were not present; however, savvy players have discovered a new type of infinite which can be easily initiated near the corner, particularly when using Ken, Akuma or Thanos.

Pixies / Mid Range / Big Characters

Size, speed and strength are essential when choosing your team. There are literally hundreds of teams you can choose from, but each character chosen must fit your gameplay style and balance out the whole of your team's various strengths and weaknesses. Choosing the order of your team also changes the level of damage parlayed as the result of a team Hyper Combo. Take the time to experiment by changing the order of your team (see below). For example, choosing a team of Zangief, Cyclops and Iceman in that order will yield a team with Hyper Combo strength that's very different if you switch your primary characters. Certain fighters set as the primary character (Anakaris or Zangief, to name a few) will be the main reason why your team Hyper Combo damage is increasingly high. Switch the primary character to a weaker character such as Roll or Servbot and the team Hyper Combo damage is decreased dramatically.



Changing Team Order

If you decide you want to change one of your assist characters to the primary character position, simply hold the assist button corresponding to the character you want to make your primary character before the start of each match. For example, with a team of Iceman, Juggernaut and Cable in which Iceman is the primary character, you can hold down the partner B button before the match begins to make Cable the primary character. To make Juggernaut your primary character, hold down the Partner A button before the start of the match.

The days of long lines waiting to play an old-school Street Fighter II arcade game are long gone. Most of those guys are either in college, married, or writing for various video-game magazines across the country, yearning for the days of old. Marvel vs. Capcom 2, while nowhere near as high in the skill department as the older Street Fighter games, will thrive in arcades with the largest list of characters ever in a fighting game. By

the time you read this, all 56 characters should be selectable at your local arcade, which probably has at least two or three Marvel vs. Capcom 2 machines by now. (You can pick up your jaw now.) This is part one of a two-part strategy; in this issue, we'll concentrate on a few key gameplay factors in the "versus series" and give you move lists and tips for half of the game's selectable fighters. Each character will have all "launchers" described, i.e. the buttons you will need to press in order to begin the extremely important "aerial rave" combination attack. All special moves and super moves will be listed, as well as various "helper" attack methods that are chosen for each character before each match. The key to being a good Marvel vs. Capcom 2 player is to not get hit by anything that can lead to a combo, knowing your team's effective strengths and weaknesses...and reading this magazine!

Important note: This strategy is useful for both the arcade and upcoming Sega Dreamcast versions; the subtle differences of each will be explained in detail in certain portions of this guide.

Universal Move List

Taunt—Press START + Light Kick

High Block—Hold ←

Low Blocking—Hold ↙

Air Blocking—Hold ← or ↙ while in air

Guard Advance—Press both Punch Buttons after blocking (can be used multiple times)

Dashing/Retreating—Press → → or ← ←

Super Jump—Press ↓ then ↑

Escape Throws—Press any direction on the joystick plus Fierce Punch or Roundhouse Kick when being thrown, except for ↑ or ↓

Variable Attack—Press Jab Punch + Light Kick simultaneously to call in Partner A, press Fierce Punch + Roundhouse Kick simultaneously to call in Partner B

Variable Assist—Press Assist A Button or Assist B Button, depending on who you want to call in for help!

Variable Counter—← ↘ ↓ + Partner A or B (requires one level of your Super Meter)

Variable Combination Attack—Press Partner A + B buttons simultaneously (requires two levels of your Super Meter)

Snapback—↓ ↘ → + Partner A or B (forces your opponent to switch characters for a short period of time, disabling one of them; requires one level of your Super Meter)



CABLE

Cable is a top-tier character, maybe the second or third best character in the game behind Strider and Storm. His keep-away tactics are uncanny. Team Cable with a quicker, more agile character such as Psylocke or Strider to create an imposing duo of primaries.



ICEMAN

Iceman's Special Moves may be somewhat limited, but his Ice Beam is quick and damaging and his Arctic Attack Super Move is easily connected from almost any Aerial Rave attack. He can also block most attacks from other characters without taking ANY damage whatsoever!



GAMBIT

Gambit is weaker than he was in *Marvel vs. Capcom*—and far less powerful than he was in *X-Men vs. Street Fighter*. His foot speed is slower and his launch to connect to an Aerial Rave combo must be timed impeccably (especially with larger characters) because they will drop suddenly.



BLACKHEART

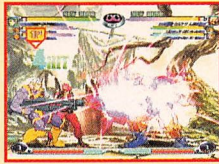
Blackheart has become slightly easier to control since his debut in *Marvel Super Heroes*. His strength has also been toned down, but he still ranks in the top tier with Juggernaut, Sentinel, etc. Blackheart's dash is slow; your best strategy would be to run like a madman, shelling out low and high Dark Thunders whenever you can.



RUBY HEART

Ruby combines the agility of Jon Talbain (*Darkstalkers*) with Psylocke, and will hurt you in many ways if you are not familiar with her attacks. That alone is the sole reason why she is one of the top 10 characters in *Marvel vs. Capcom 2*.

Assist Types



Projectile (recommended)
Anti-Air
Variety

Launchers

Jab Punch or Short Kick, Jab Punch
↘ + Fierce Punch

Special Moves

Super Gun—Press Fierce Punch (up to four times)
Viper Beam—↓ ↘ + any Punch button, tap Punch to change beam position (can also be done in air)
Crackdown—↓ ↘ + any Kick button
Kinetic Charge—← ↘ ↘ ↘ + any Punch button (close)
Electric Grenade—↓ ↘ + any Kick button (can also be done in air)
Scimitar—→ ↓ ↘ + any Punch button
Angle Kick—Hold Forward + Fierce Kick

Super Moves

Hyper Viper Beam—↓ ↘ + both Punch Buttons
Time Flip—↓ ↘ + both Punch Buttons

Assist Types



Projectile
Variety
Balance (recommended)

Launcher

↓ + Roundhouse Kick

Special Moves

Ice Beam Straight—↓ ↘ + Jab Punch (can also be done in air)
Ice Beam Up—↓ ↘ + Fierce Punch (can also be done in air)
Ice Avalanche Down—↓ ↘ + Short Kick (can also be done in air)
Ice Avalanche Angle—↓ ↘ + Roundhouse Kick (can also be done in air)
Ice Fist—↓ ↘ + any Punch button (can only hit an opponent three times, then must be regenerated)

Super Move

Arctic Attack—↓ ↘ + both Punch Buttons

Assist Types



Projectile
Expansion (recommended)
Launcher

Launcher

↓ + Fierce Punch

Special Moves

Kinetic Card—↓ ↘ + any Punch Button (can also be done in air)
Trick Card—↓ ↘ + any Punch Button
Cajun Slash—→ ↓ ↘ + any Punch button, or → ↓ ↘ + Short Kick + Fierce Punch simultaneously
Cajun Escape—Charge ↓ for one second, then ↑ + any Punch button, then press any Punch button again
Cajun Strike—Charge ↓ for one second, then ↑ + any Kick button

Super Moves

Kinetic Card Explosion—↓ ↘ + both Kick buttons
Cajun Explosion—↓ ↘ + both Kick buttons
Royal Flush—↓ ↘ + both Punch buttons

Assist Types



Ground Type (recommended)
Anti-Air
Launcher

Launchers

Jab Punch or Short Kick, Jab Punch
↘ + Fierce Punch

Special Moves

Dark Thunder Low—← ↘ ↘ ↘ + Jab Punch
Dark Thunder High—← ↘ ↘ ↘ + Fierce Punch
Inferno—→ ↘ ↘ ↘ + any Punch button
Longer Dash/Backstep—→, then hold → or ←, then hold ←

Super Moves

Armageddon—↓ ↘ + both Punch buttons
Judgment Day—↓ ↘ + both Punch buttons (can also be done in air)
Heart of Darkness—↓ ↘ + both Kick buttons

Assist Types



Anti-Air
Capture (recommended)
Enhance

Launchers

↘ + Roundhouse Kick
↓ + Fierce Punch

Special Moves

Cheval Seller—↓ ↘ + any Punch button, then any direction and any Punch button up to two times (can also be done in air)
Supermation—↓ ↘ + any Kick button
Phantom—↓ ↘ + any Kick button
Rafale Cannon—→ ↘ ↘ ↘ + any Punch button

Super Moves

Flan Mèr—↓ ↘ + both Punch buttons, then any direction and any Punch button up to four times (can also be done in air)
Shipwreck—↓ ↘ + both Kick buttons
Thousand Phantoms—↓ ↘ + both Kick buttons
Tour de Magie—Roundhouse Kick, Jab Punch, ↓, Short Kick, Fierce Punch (press Short Kick or Jab Punch to throw knives)



ZANGIEF

Try Zangief's infinite in the corner, working only on mid-size/larger type characters: standing Roundhouse Kick (hits twice), Lariat, standing Jab Punch, Lariat, repeat standing Jab Punch, Lariat maneuver while walking forward the entire time and executing the Lariat.

Assist Types



Ground (recommended)
Throw
Air Throw

Launchers

Jab Punch or Short Kick, Jab Punch
↓ + Fierce Punch

Special Moves

Lariat—Press both Punch buttons (can also be done in air)
Quick Lariat—Press both Kick buttons (can also be done in air)
Banishing Flat—↓ ↓ + any Punch button
Aerial Russian Slam—→ ↓ ↓ + any Punch button
Pile Driver—Rotate joystick 360° + any Punch button (Can also be done in air)
Flying Powerbomb—← ← ↓ ↓ + any Kick button
Atomic Suplex—← ← ↓ ↓ + any Kick button when close
Dashing Grab—→ →
Elbow Drop (in air)—↓ ↓ + Jab Punch
Throw Launcher—↓ ↓ ← + Jab Punch (when close)
Vodka Fire (as MechaZangief)—↓ ↓ → + any Punch button

Super Moves

Final Atomic Buster—Rotate joystick 360° + both Punch buttons
Ultra Final Atomic Buster—Rotate joystick 360° + both Kick buttons (requires 3 levels of your Super Meter)
MechaZangief—← ← ↓ ↓ + Short Kick (← ↓ ↓ + Short Kick to change back to regular Zangief)



AKUMA

Akuma can cancel his Tenma Gou Zankuu move from a normal ground Tatsumaki Zankuu Kyaku (hurricane kick). This causes a huge amount of damage and can be exploited repeatedly. After an Aerial Rave, tack on an air Tatsumaki Zankuu Kyaku (hurricane kick), which will do more damage than if you ended the attack with another special move.

Assist Types



Projectile
Expansion (recommended)
Anti-Air

Launcher

↓ + Fierce Punch

Special Moves

Gou Hadou Ken—↓ ↓ → + any Punch button
Zankuu Hadou Ken—In air, ↓ ↓ → + any Punch button
Tenma Kuujin Kyaku—In air, ↓ ↓ → + any Kick button
Gou Shouryuu Ken—→ ↓ ↓ + any Punch button
Ashura Senkuu (teleport)—→ ↓ ↓ + both Punch buttons, or → ↓ ↓ + both Kick buttons, or ← ↓ ↓ + both Punch buttons, or ← ↓ ↓ + both Kick buttons
Tatsumaki Zankuu Kyaku—↓ ↓ ← + any Kick button (can also be done in air)
Jigoku Guruma—→ ↓ ↓ ← + Roundhouse Kick (when close)
Zugai Hasatsu (overhead)—→ + Fierce Punch
Senpuu Kyaku (ground)—→ + Roundhouse Kick

Super Moves

Messatsu Gou Hadou—↓ ↓ ← + both Punch buttons, tap both Punch buttons rapidly
Messatsu Gou Shouryuu—↓ ↓ → + both Punch buttons
Messatsu Gou Rasen—↓ ↓ → + both Kick buttons
Tenma Gou Zankuu—In air, ↓ ↓ → + both Punch buttons
Shun Goku Satsu—Jab Punch, Jab Punch, →, Short Kick, Fierce Punch (requires 3 levels of your Super Meter)



CHARLIE

Poor, poor Charlie. He was great in the days of *X-Men vs. Street Fighter* when he could cancel anything he wanted to into his Sonic Break Super Move. Charlie is still quick, but he

should be replaced by the much more agile and experienced Guile.

Assist Types



Projectile Type
Anti-Air
Balance

Launcher

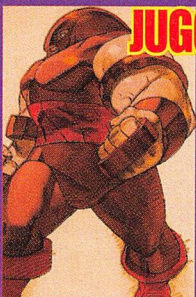
↓ + Fierce Punch

Special Moves

Sonic Boom—Charge ← for two seconds, → + any Punch button
Somersault Shell—Charge ↓ for two seconds, ↑ + any Kick button
Moonsault Slash (air)—↑ ↗ → + any Kick button
Jumping Sobat—← + Roundhouse Kick

Super Moves

Sonic Break—↓ ↓ → + both Punch buttons, tap both Punch buttons rapidly
Crossfire Blitz—↓ ↓ → + both Kick buttons
Somersault Justice—↓ ↓ ← + both Kick buttons



JUGGERNAUT

Juggernaut is back! Try using this gargantuan mutant villain as your primary character, perform the "Power-Up" technique, tag in another team member, then use Juggy's Dash Assist Type for an

extra 50% damage!

Assist Types



Ground
Dash
Variety

Launcher

↓ + Fierce Punch

Special Moves

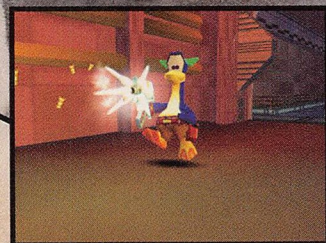
Juggernaut Punch—← ← ↓ ↓ + any Punch button
Juggernaut Body Press—← ← ↓ ↓ + any Kick button (can also be done in air)
Earthquake Punch—→ ↓ ↓ + any Punch button
Power-Up—→ ↓ ↓ + both Punch buttons
Super Punch—→ + Fierce Punch

Super Move

Head Crush—↓ ↓ → + both Punch buttons

Deadly Bear

Put Teddy on the most endangered species list and FUR FIGHTERS on your most wanted. A new kind of game has hit the scene. Part adventure-crammed shoot 'em up, part heavy petting and panting action. Play as all six armed animal liberators against the malevolent fat-cat, General Viggo. It's a raging romp of feline conspiracies, blazing animal combat and unrelenting beaver shots!



WWW.FURFIGHTERS.COM



Animated Violence
Comic Mischief
Suggestive Themes



Fur Fighters™ and Acclaim™ & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Bizarre Creations. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. © SEGA ENTERPRISES, LTD. All Rights Reserved. Screens shown were taken from the Sega Dreamcast version of the video game.



SPIDER-MAN

Spider-Man is still one of the quickest fighters; he's best suited for beginners who are combo crazy or experts who want to use him for his extremely effective Capture Assist Type.

Assist Types



Capture (recommended)
Expansion
Anti-Air

Launchers

Jab Punch or Short Kick, Jab Punch
↓ + Roundhouse Kick
↓ + Fierce Punch

Special Moves

Web Ball—↓ ↘ → + any Punch button (can also be done in air)
Web Swing—↓ ↘ ← + any Kick button (can also be done in air)
Web Throw—→ ↘ ↓ ← + any Punch button
Spider Sting—↓ ↘ → + any Punch button, any Punch button after it connects

Super Moves

Ultimate Web Throw—↓ ↘ ← + both Punch buttons
Maximum Spider—↓ ↘ → + both Punch buttons (can also be done in air)
Crawler Assault—↓ ↘ → + both Kick buttons



CAPTAIN AMERICA

Captain America has a double jump that can be used to add extra hits during Aerial Rave combos. Press ↑ after jumping in the air to try it. Cap is stronger than ever, but extremely slow when trying to pull off necessary aerial attacks. The Short Kick Charging Star is a good way to get closer to your opponent without jumping at them.

Assist Types



Projectile
Anti-Air
Dash (recommended)

Launcher

↓ + Fierce Punch

Special Moves

Shield Slash—↓ ↘ → + any Punch button (can also be done in air)
Charging Star—↓ ↘ → + any Kick button
Stars & Stripes—→ ↘ ↓ + any Punch button
Forward Flip—→ ↘ ↓ ← + any Punch button

Super Moves

Final Justice—↓ ↘ → + both Punch buttons
Hyper Charging Star—↓ ↘ → + both Kick buttons
Hyper Stars & Stripes—→ ↘ ↓ + both Punch buttons



HAYATO

Hayato made his first appearance in Capcom's first 3-D fighting game, *Star Gladiator*, then again in its sequel, *Plasma Sword*. His *Plasma Sword* incarnation is what you see in *Marvel vs. Capcom 2*. Hayato's chains allow him to be a top-tier combatant as well.

Assist Types



Expansion (recommended)
Anti-Air
Balance

Launcher

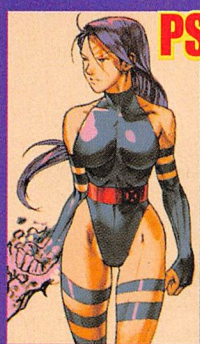
↓ + Fierce Punch

Special Moves

Shiden—↓ ↘ → + any Punch button
Guren—→ ↘ ↓ + any Punch button (can also be done in air)
Byakko Hou—←, → + both Punch buttons (when close)
Crouch Dash—Hold ←, then → + both Punch buttons
Plasma Combo: Suzaku Ranbu—← + Jab Punch, Jab Punch, Jab Punch, Jab Punch
Plasma Combo: Keron 1—← + Jab Punch, Jab Punch, Fierce Punch, Roundhouse Kick, Jab Punch, Jab Punch
Plasma Combo: Keron 2—← + Jab Punch, Jab Punch, Jab Punch, Roundhouse Kick, Jab Punch, Jab Punch
Plasma Combo: Guren 1—← + Fierce Punch, Jab Punch, Fierce Punch, Fierce Punch, Fierce Punch
Plasma Combo: Guren 2—← + Fierce Punch, Jab Punch, Fierce Punch, Short Kick, Fierce Punch
Dokuryuu—Press Fierce Punch while dashing
Souryuu—Press Fierce Punch during Dokuryuu

Super Moves

Rasetsu Zan—↓ ↘ → + both Punch buttons
Engetsu—↓ ↘ → + both Kick buttons
Plasma Field (air)—↓ ↘ ← + both Kick buttons
Black Hayato—Jab Punch, Fierce Punch, ←, Short Kick, Roundhouse Kick (requires 3 levels of your Super Meter)



PSYLOCKE

Psylocke has a triple jump that can be used to add extra hits during Aerial Rave combos. Press ↑ after jumping in the air to perform a double jump, then triple jump. Psylocke is quick and easy to use; try her Kochou

Gakure Super Move to tack on extra hits in the air after a successful Aerial Rave.

Assist Types



Anti-Air
Projectile
Balance (recommended)

Launcher

↓ + Fierce Punch

Special Moves

Psi-Blast—↓ ↘ → + any Punch button (can also be done in air)
Psi-Blade Spin—↓ ↘ → + Short Kick, Short Kick, Roundhouse Kick, or ↓ ↘ → + Roundhouse Kick, Short Kick, Short Kick
Ninjutsu Teleport—→ ↘ ↓ ← + any Punch or Kick button (can also be done in air)
Psi-Drill (immediately after a teleport)—Press any direction on the joystick + any Punch or Kick button, directing the drill
Moonsault Kick—↑ + Roundhouse Kick
Sliding Backstep Kick—← + Roundhouse Kick, hold → to slide

Super Moves

Psi-Thrust—↓ ↘ → + both Punch buttons, then hold joystick in any direction you want the combo to end
Psi-Maelstrom—↓ ↘ → + both Kick buttons
Kochou Gakure (air)—↓ ↘ ← + both Kick buttons



CHUN-LI

Chun-Li has a triple jump that can add extra hits during Aerial Rave combos. Press \uparrow after jumping in the air to perform a double jump, then triple jump. She's fast, but that doesn't mean

squat if you only have one move that can cancel into Super Moves.

Assist Types



Projectile (recommended)
Anti-Air
Expansion

Launcher

Roundhouse Kick

Special Moves

Kikou Ken— $\leftarrow \downarrow \downarrow \rightarrow$ + any Punch button
Overhead Flip Kick— $\rightarrow \downarrow \downarrow \leftarrow$ + any Kick button
Tenshou Kyaku— $\rightarrow \downarrow \rightarrow$ + any Kick button
Lightning Kick—Tap any Kick button rapidly (can also be done in air)
Flip Kick— \leftarrow + Roundhouse Kick
Reishiki Kikou Ken— \rightarrow + Fierce Punch
Heel Kick (air)— \downarrow + Roundhouse Kick

Super Moves

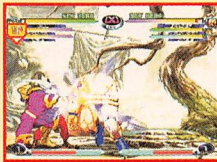
Kikou Shou— $\downarrow \rightarrow$ + both Punch buttons
Senretsui Kyaku— $\downarrow \rightarrow$ + both Kick buttons, tap kick buttons rapidly for extra hits
Hazan Tenshou Kyaku— $\rightarrow \downarrow \rightarrow$ + both Kick buttons



OMEGA RED

Omega Red's Carbonadium Coils have retraction methods that are moves within moves, which can easily confuse novice players. his safest and strongest move is his Omega Destroyer, which can reach opponents no matter where they are on the screen.

Assist Types



Throw (recommended)
Anti-Air
Ground

Launcher

Jab Punch or Short Kick, Jab Punch

Special Moves

Carbonadium Coil— $\downarrow \rightarrow$ + any Punch button
Carbonadium Coil Up— $\downarrow \rightarrow$ + both Punch buttons
Kuuchuu Carbonadium Coil (air)— $\downarrow \rightarrow$ + both Punch buttons, any Punch button, any Kick button, or both Kick buttons.
Coil Recall: Ground—Press any Punch button before Coil hits
Coil Recall: Mid-Air—Press any Punch or Kick button before Kuuchuu Coil hits
Omega Strike— $\downarrow \rightarrow$ + any Kick button
Omega Strike Up— $\downarrow \rightarrow$ + any Kick button
Omega Strike: Cancel— \downarrow + any Kick button during Omega Strike
Omega Strike: Retreat— \leftarrow + any Kick button during Omega Strike

Super Moves

Omega Destroyer— $\downarrow \leftarrow \leftarrow$ + both Punch buttons
Omega Smasher (air)— $\downarrow \leftarrow \leftarrow$ + both Punch buttons



JILL

Jill is great for beginners—everything cancels into anything, literally—but she's not in the same league as Cable, Strider or Dr. Doom. Her Fiery Dash is very capable against almost anyone; combine it with a few Zombie Helpers—and a Super Fiery Dash added on after an Aerial rave—for a balanced offensive attacking method!

Assist Types



Heal
Dash (recommended)
Projectile

Launcher

\downarrow + Fierce Punch

Special Moves

Fiery Dash— $\downarrow \rightarrow$ + any Punch button (can also be done in air)
Power— $\rightarrow \downarrow \downarrow \leftarrow \leftarrow$ + any Punch button
Grenade Launcher— $\rightarrow \downarrow \rightarrow$ + any Punch button (hold any Punch button to increase length to delay)
Zombie Helper— $\downarrow \leftarrow \leftarrow$ + any Kick button (calling the Zombie with Short Kick will allow you to knock the zombie down!)
Zombie Dog— $\downarrow \rightarrow$ + Short Kick
Flying Crow— $\downarrow \rightarrow$ + Roundhouse Kick
Slide— \downarrow + Roundhouse Kick

Super Moves

Super Fiery Dash— $\downarrow \rightarrow$ + both Punch buttons (can also be done in air)
Rocket Launcher— $\downarrow \rightarrow$ + both Kick buttons
CODE: T-002— $\downarrow \leftarrow \leftarrow$ + both Kick buttons



VENOM

Venom is a faster character that can still be useful after Capcom toned him down considerably; remember the madness that was known as standing Fierce Punch!

Use his Venom Fang whenever possible—especially at the end of an Aerial Rave for a decent amount of damage.

Assist Types



Expansion (recommended)
Variety
Launcher

Launchers

Jab Punch or Short Kick, Jab Punch
 \rightarrow + Fierce Punch

Special Moves

Venom Fang— $\downarrow \rightarrow$ + any Punch button (can also be done in air)
Venom Rush— $\downarrow \rightarrow$ + any Kick button
Web Throw— $\rightarrow \downarrow \downarrow \leftarrow \leftarrow$ + any Punch button

Super Moves

Venom Web— $\downarrow \rightarrow$ + both Punch buttons
Death Bite— $\downarrow \rightarrow$ + both Kick buttons



CAMMY

Cammy has a double jump that can add extra hits during Aerial Rave combos. Press \uparrow after jumping in the air to try it. Not only is Cammy's Dash Assist Type nearly invincible, she can combo a Killer Bee Assault after the same Cannon Drill maneuver after an Aerial Rave!

Assist Types



Anti-Air (recommended)
Dash
Expansion

Launchers

\downarrow + Fierce Punch
 \rightarrow + Roundhouse Kick

Special Moves

Spinning Knuckle— $\downarrow \rightarrow$ + any Punch button
Cannon Drill— $\downarrow \rightarrow$ + any Kick button (can also be done in air)
Cannon Spike— $\rightarrow \downarrow \rightarrow$ + any Kick button
Cannon Strike (air)— $\downarrow \leftarrow \leftarrow$ + any Kick button
Cannon Revenge (counter move)— $\rightarrow \downarrow \downarrow \leftarrow \leftarrow$ + any Punch button
Hooligan Combination— $\rightarrow \downarrow \downarrow \leftarrow \leftarrow$ + any Kick button (press any Punch button to cancel move) then *
* Combination Cannon Strike—press any Kick button when airborne
* Hooligan Throw—press any Punch button when you are on top of opponent
* Hooligan Slide—press any Punch button when landing away from opponent near ground

Super Moves

Spin Drive Smasher— $\downarrow \rightarrow$ + both Kick buttons
Reverse Shaft Breaker— $\downarrow \leftarrow \leftarrow$ + both Kick buttons
Killer Bee Assault— $\downarrow \leftarrow \leftarrow$ + both Punch buttons (can also be done in air)



B.B. HOOD

B.B. Hood has a double jump that can add extra hits during Aerial Rave combos. Press ↑ after jumping in the air to try it. Baby Bonnie Hood may be small, but her array of special moves and deadly arsenal of weapons make her a formidable foe.

Combine her low and high missiles with her Cheer & Fire technique for ultimate ground dominance.

Assist Types



Projectile
Anti-Air (recommended)
Variety

Launchers

Short Kick, Short Kick
↘ + Roundhouse Kick

Special Moves

Smile & Missile (High)—Charge ← for two seconds, → + any Punch button
Smile & Missile (Low)—Charge ← for two seconds, → + any Kick button
Happy & Missile—Charge ↓ for one second, ↑ + any Punch button
Cheer & Fire (Air)—→ ↓ ↘ + any Punch button
Cheer & Fire (Ground)—→ ↓ ↘ + any Kick button (can also be done in air)
Shyness & Strike—↓ ↘ + any Punch Button
Hat Bomb—↓ ↘ + Roundhouse Kick
Ground Dash—↓ ↓ + both Kick buttons
Malice & Mine—↘ + Roundhouse Kick
Surprise & Hop—→ + Roundhouse Kick

Super Moves

Cool Hunting—↓ ↘ + both Punch buttons
Beautiful Memory—← ↘ ↓ ↘ + both Kick buttons
Hyper Apple For You—→ ↘ ↓ ↘ + both Kick buttons



COLOSSUS

Colossus is still an unstoppable force with Super Armor and Power Tackles. If an opponent tries to attempt a chain combo, one Power Tackle will thwart that attempt very easily!

Assist Types



Dash (Recommended)
Anti-Air
Launcher

Launcher

Roundhouse Kick

Special Moves

Giant Swing—↓ ↘ + any Punch button, rotate joystick in 360 motion repeatedly (can also be done in air)
Power Tackle (Forward)—↓ ↘ + Short Kick (air)
Power Tackle (Diagonal)—↓ ↘ + Roundhouse Kick (air)

Super Move

Super Dive—↓ ↘ + both Punch buttons, ↓ + any Punch or Kick button to dive early (air)
Super Armor—↓ ↘ + both Punch buttons



CYCLOPS

Cyclops has a double jump that can add extra hits during Aerial Rave combos. Press ↑ after jumping in the air to try it. Cyclops' beams have been slowed down over the years; however,

you can't count out a beam character. Optic Blasts are still EXTREMELY effective; they cannot be taken lightly.

Assist Types



Projectile (recommended)
Anti-Air
Expansion

Launchers

Jab Punch or Short Kick, Jab Punch
↘ + Roundhouse Kick
↘ + Fierce Punch

Special Moves

Optic Blast—↓ ↘ + any Punch button (can also be done in air)
Optic Hold—→ ↘ ↓ ↘ + Fierce Punch (when close)
Optic Sweep—→ ↘ ↓ + any Punch button
Jean's Splice—→ ↓ ↘ + any Punch button, tap any Punch button again
Cyclone Kick—↓ ↘ + any Kick button
Rapid Punch—Charge ←, → + any Punch button, then tap any Punch button rapidly
Running Neckbreaker Drop—Charge ←, → + any Kick button
Leg Flip—↘ + Roundhouse Kick (when close to opponent)
Optic Bullet—Fierce Punch
Double Flip Kick—Roundhouse Kick, Roundhouse Kick

Super Moves

Mega Optic Blast—↓ ↘ + both Punch buttons (can also be done in air)
Super Optic Blast—↓ ↘ + both Kick buttons; point controller in direction you want lasers to hit opponent (can also be done in air)



HULK

Hulk maintains the strength advantage he has enjoyed from the previous *Street Fighter* games, but his Gamma Charge is much weaker and his standing Roundhouse Kick (as a

normal move) does not withstand incoming attacks as well as it used to.

Assist Types



Ground
Dash (recommended)
Anti-Air

Launcher

↘ + Roundhouse Kick

Special Moves

Gamma Slam—↓ ↘ + any Punch Button
Gamma Tornado—→ ↘ ↓ ↘ + any Punch Button (when close)
Gamma Charge (Straight)—Charge ← for two seconds, then → + any Kick button
Gamma Charge (Up)—Charge ↓ for two seconds, then ↑ + any Kick button

Super Moves

Gamma Wave—↓ ↘ + both Punch Buttons
Gamma Quake—↓ ↘ + both Kick Buttons
Gamma Crush—↓ ↘ + both Punch buttons



KEN

Ken is one of those characters that you love to hate if you have always had an ongoing feud with him for years and years. Alas, Ken is very effective in this game with his crazy Air hurricane kicks, and quick,

lightning-fast Aerial Attacks.

Assist Types



Projectile
Anti-Air
Expansion

Launcher

↓ + Punch

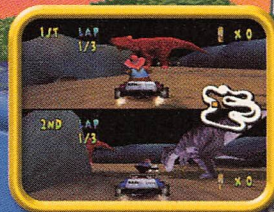
Special Moves

Hadouken—↓ ↘ + any Punch button (can also be done in air)
Shouryuken—→ ↓ ↘ + any Punch Button (can also be done in air)
Tatsumaki Senpuu Kyaku—↓ ↘ + any Kick Button (can also be done in air)
Zenpou Tenshin—↓ ↘ + any Punch Button

Super Moves

Shouryu Reppa—↓ ↘ + both Punch buttons
Shinryu Ken—↓ ↘ + both Kick buttons
Shippuujinrai Kyaku—↓ ↘ + both Kick buttons

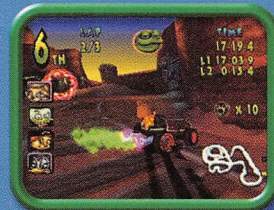
CATCH THE MAGIC!



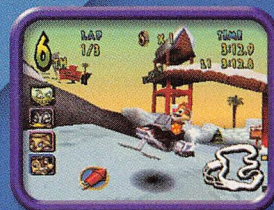
DINOSAUR



Tomorrowland Speedway



Big Thunder Mountain Railroad



Disney's Blizzard Beach



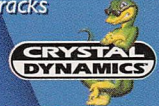
Test Track at Epcot

WALT DISNEY WORLD[®] Quest MAGICAL RACING TOUR[™]

By land! By sea! By air! With the help of Chip, Dale, Jiminy Cricket and others, find the pieces of the Fireworks Machine and catch the magic of the **Walt Disney World[®] Theme Parks and Water Parks!**



Out Now!



- ✓ **13 tracks** including Space Mountain, Haunted Mansion and Rock 'n' Roller Coaster
- ✓ **13 racers** including 10 all-new Disney characters
- ✓ **Single and multi-player action** featuring split-screen racing
- ✓ **Frog spells, teacup mines, flying acorns and more**
- ✓ **Secret characters, special shortcuts and hidden tracks**

©Disney. Developed by Crystal Dynamics. Published by Eidos Interactive, Inc. under license. Crystal Dynamics, Inc. and the Crystal Dynamics, Inc. logo are registered trademarks of Crystal Dynamics, Inc. Eidos, Eidos Interactive, Inc., and the Eidos Interactive, Inc. logo are registered trademarks of Eidos Interactive, Inc. Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. ©1999, 1998 Nintendo of America Inc. Licensed by Nintendo. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. Screenshots are from the PlayStation[®] game console.



RYU

Ryu is the slowest of the three up-percut brothers in this game, but still maintains a standard grasp of how to be effective when it counts. The Shinkuu Hadouken—after a successful Aerial

Rave—is still one of the most effective combination attacks in the game.

Assist Types



Projectile
Anti-Air
Expansion

Launcher

↓ + Fierce Punch

Special Moves

Hadouken—↓ ↘ + any Punch button (can also be done in air)
Shouryuken—→ ↓ ↘ + any Punch Button (can also be done in air)
Tatsumaki Senpoo Kyaku—↓ ↙ ← + any Kick Button (can also be done in air)

Super Moves

Shinkuu Hadouken—↓ ↘ + both Punch buttons
Shinkuu Tatsumaki Senpoo Kyaku—↓ ↙ ← + both Kick buttons
Shin Shouryuken—→ ↓ ↘ + both Punch buttons (Super bar must be at least Level 3 or higher)



SABRETOOTH

Capcom has slowed Sabretooth down to the point where he RELIES on his sidekick Birdie more than he should. Use the Heavy Armed Birdie Super Move whenever you can; it's your only hope of winning!

Assist Types



Expansion (recommended)
Projectile
Launcher

Launcher

↓ + Fierce Punch

Special Moves

Berserker Claw—↓ ↘ + any Punch button
Wild Fang—→ ↓ ↙ ← + any Punch Button
Armed Birdie—→ ↓ ↙ ← + any Kick Button

Super Move

Berserker Claw X—↓ ↘ + both Punch buttons
Weapon X Rush—→ ↓ ↘ + both Punch buttons
Heavy Armed Birdie—→ ↓ ↙ ← + both Kick Buttons



SAKURA

There isn't much need to transform into Dark Sakura; it needlessly wastes much of her Super Meter, which you'll be needing to perform multiple Shinkuu Hadouken Super Moves on your opponent!

Assist Types



Projectile
Expansion
Dash (recommended)

Launchers

Jab Punch or Short Kick, Short Kick
↓ + Fierce Punch
↘ + Roundhouse Kick

Special Moves

Hadouken—↓ ↘ + any Punch button (can also be done in air)
Shououken—→ ↓ ↘ + any Punch button (can also be done in air)
Shunpoo Kyaku—↓ ↙ ← + any Kick Button (can also be done in air)
Flower Kick—→ + Roundhouse Kick

Super Moves

Shinkuu Hadouken—↓ ↙ ← + both Punch buttons
Midare Zakura—↓ ↘ + both Punch buttons
Haru Ichiban—↓ ↙ ← + both Kick buttons
Dark Sakura—← ↓ ↙ + Short Kick (Level 3)
Teleport (as Dark Sakura)—→ ↓ ↘ or ← ↓ ↙ + both Punch or Kick buttons



SENTINEL

The only way to be an effective Sentinel player is to take advantage of his advanced air tactics. Sentinel can hit an opponent from all angles when flying

around in the air. If you somehow tag an opponent with his Roundhouse Kick Launcher, use the Hard Drive Super Move at the end of an Aerial Rave combo for maximum damage.

Assist Types



Projectile (recommended)
Launcher
Ground

Launcher

Roundhouse Kick

Special Moves

Rocket Punch (Down)—↓ ↘ + Jab Punch (can also be done in air)
Rocket Punch (Straight)—↓ ↘ + Fierce Punch (can also be done in air)
Rocket Punch (Up)—→ ↓ ↘ + any Punch button (can also be done in air)
Sentinel Force—↓ ↘ + any Kick button
Sentinel Force Expansion—↓ ↘ + Roundhouse Kick (hold Roundhouse Kick for extended rockets)
Sentinel Air—↓ ↙ ← + both Kick buttons (can also be done in air)

Super Moves

Plasma Storm—↓ ↘ + both Punch buttons, tap both Punch button rapidly for extra hits
Hyper Sentinel Force—↓ ↘ + both Kick buttons
Hard Drive (air)—↓ ↘ + both Punch buttons



DR. DOOM

Since Doom is mostly a character that attacks from the air, you will need to place good ground characters such as Cable or Cammy to assist Dr. Doom properly. Use Dr. Doom's Anti-Air Assist Type instead

of the recommended Projectile Assist Type against the majority of the characters in the game.

Assist Types



Variety
Anti-Air
Projectile (recommended)

Launchers

Jab Punch or Short Kick, Short Kick
↘ + Roundhouse Kick
↓ + Fierce Punch

Special Moves

Plasma Beam—↓ ↘ + any Punch button (can also be done in air)
Photon Shot—→ ↓ ↙ ← + any Punch button (can also be done in air)
Molecular Shield—→ ↓ ↙ ← + any Kick button
Air Flight—↓ ↙ ← + both Kick buttons (can also be done in air)
Laser (air)—Fierce Punch
Dive Kick (air)—↓ + Roundhouse Kick
Air Dash—Press both Punch buttons simultaneously

Super Moves

Electric Cage—↓ ↘ + both Punch buttons
Sphere Flame (shoots upward)—↓ ↘ + both Kick buttons
Photon Array—↓ ↙ ← + both Punch buttons (can also be done in air)

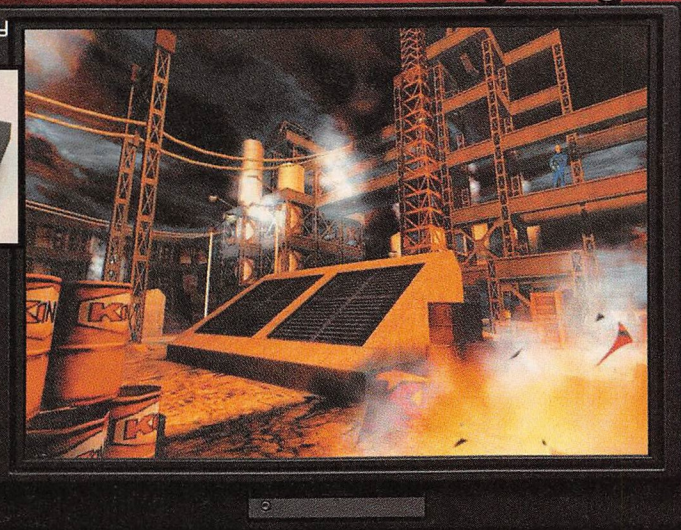
The Ultimate Gaming Rig!!

Puzzle Me, Inc.

"We Make You Think..."

puzzleme@uswest.net

A black PlayStation 2 console is shown with a DualShock 2 controller connected to its side. A blue disc is partially inserted into the front-loading disc tray. The console is resting on a light-colored surface.



Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation AND Playstation 2!!; Sega Dreamcast; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games you choose, cash, accessories and more!

In the future. For each contest there will be four more puzzles at \$2.00 each and one much tougher final at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

	H				MYSTERY WORD
		E			
P	I	N	C	H	
	R				
S					

PINCHW PRESS.....K BLASTA WRECKD
BREAKZ PUNCHS SPRAYC TURBOV
STOMPT STAND.....R PRESSE DREAMO
CRUSHI SCOREH SLANTL CHASE.....P

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

☐ (\$3.00) Video Game Contest
☐ (\$3.00) Media Rig Contest
☐ (\$3.00) Computer Contest
☐ (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Age

City

State

Zip

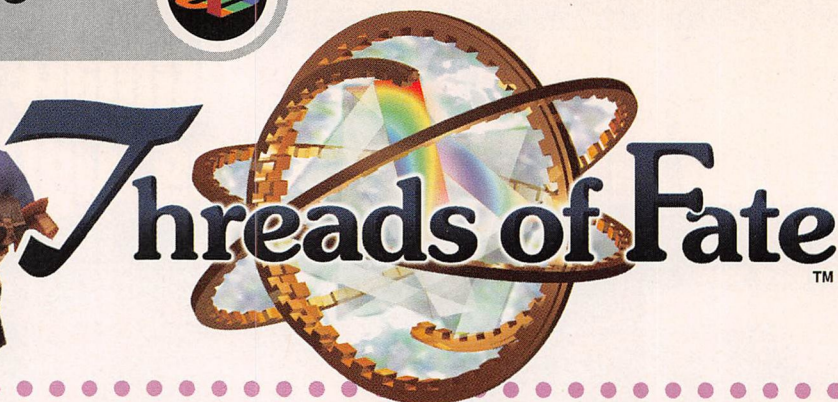


**SEND CASH, CHECK, MONEY ORDER TO:
PUZZLE ME, P.O. BOX 9315
PORTLAND, OR 97207-9315**

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY September 30, 2000 • **ENTRY FEE MUST BE INCLUDED**
Only one entry per person. You must be under 30 years old to play. Suppliers of Puzzle Me, Inc. ineligible. Not responsible for
lost or delayed mail. Judges decisions are final. Open to residents of the U.S. and Canada. Winners determined no later than
6/28/01. You can request Winners List and Official Rules by writing: Puzzle Me Rules, 1511 SW Park Ave. #315, Portland, OR
97201 (Phone # 503-228-9426). Merchandise names and models are trademarks of their respective companies who, along with
this magazine, have no affiliation with this contest © 2000 Puzzle Me, Inc.

CLIP AND MAIL

Verifiable retail value of the prize packages as follows: Media Big Contest package \$7,012.00 core components shown, bonus options \$3,449.00, cash options \$1,250.00. Computer Contest package \$2,500.00 for computer, bonus options \$2,337.00, cash options \$1,250.00. Video Game Contest \$1,000.00 for systems shown, \$3,549.00 bonus options, \$1,250.00 cash options.



SquareSoft is on a roll this year, with *Front Mission 3*, *Vagrant Story* and now *Threads of Fate* to keep thinking gamers awake into the wee hours of the night. *Threads of Fate* is the spiritual successor to Square's *Brave Fencer Musashi*—it's an action/RPG with a heavy emphasis on action. The game has two separate but interwoven storylines, something that's becoming a regular feature in Square's titles these days. You can play as the mysterious warrior Rue or the mischievous young princess Mint. Both are searching for the same powerful relic. Either way, *Threads of Fate* will keep you entertained from start to finish—and this strategy guide has all the information you'll need to get the most out of the game.

Basic Gameplay

Like most RPGs, your character has both Hit Points (HP) and Magic Points (MP). Hit Points drop as damage is taken and if they fall to 0 your character faints. In *Threads of Fate*, you'll be able to recover lost HP by picking up items dropped by defeated enemies; in the event that your HP drops to 0, you can continue the game by using coins, which are fairly commonplace. MP are used to cast spells (Mint) or shape-shift (Rue). MP can be refilled during battle by picking up items dropped by enemies, or by simply attacking enemies with your character's physical weapon.

Rue has the ability to transform into different creatures. At the start of the game he can't utilize this ability, but as new monsters are encountered and defeated, he'll be able to assume their forms. Mint is a magic-user who starts the game with a few spells ready to use. New spells are learned throughout the adventure.



Money Matters

In *Threads of Fate*, money is not as important as in other RPGs. There are a few ways to make money and a few ways to spend it. To earn money, simply "sell" the creatures that you've defeated at the shop in Carona. You can also sell certain other rare items to the shopkeeper and to some of the townsfolk. Later in the game, you'll be able to challenge Rod to a battle—for a small fee, of course—but if you beat him you'll be repaid tenfold. You'll need to spend your money to stay at the Inn, upgrade your attack and defense ratings and purchase "continue coins" at the church.

Carona Town

You'll be spending a great deal of time in this small seaside village, so get to know the layout and what the different shops have to offer. Here's a brief tour and some of the lesser-known details of the town. Starting with the main town gate and going clockwise, you'll encounter:



Main Gate

Your portal to the world; selecting the main gate will show you a list of places you can visit. To get the most out of the game, you'll need to revisit some of the locations you've previously conquered to find all of the game's secrets.



The Church (upper level)

Although bronze coins are fairly common, sometimes you'll want to restock on these portable "continues." Visit the



church and make donations to get coins of various denominations. 1,000G buys 10 bronze coins (continue with full HP, 25% MP), 5,000G buys five silver coins (full HP, 50% MP), and 10,000G will earn you two gold coins (full HP, full MP). Big spenders can drop 30,000G to nab a platina coin (full HP, 100% MP and +1 to Attack and Defense).



Klaus' Shop

You'll have to visit Klaus at many key points during the adventure

for further directions. If you are unsure of where to go next, it's a safe bet the answer can be found here.



Hobb's Shop

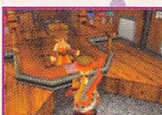
This out-of-the-way shop offers upgrades to At-

tack, Defense, HP and MP for the seriously high price tag of 30,000G apiece. If you bring Hobbs a rare bottle of wine from the Labyrinth, he'll be a bit more reasonable about his pricing.



Tonio's Shop

Here you can periodically upgrade your attack power and defensive rating, as well as sell the creatures you've defeated and rare items you've found.



Ms. Cartha's Inn

Ms. Cartha is kind enough to let you stay with her free of charge, so drop in to refill your HP and save your game as often as you like. You'll also



have to spend the night in your room here at certain points during the game to advance the story.

If you head down the dark alley to the right of Tonio's, you'll find two more locations:



The tunnel under the church leads to the docks, where you'll be spending almost no time at all.



Finally, the alley to the right of Klaus' Shop leads to the lakeside field where

Rod has made his camp. You'll need to seek him out at various times during the adventure to hire his services as a boat driver. You can also challenge Rod to battle at just about any time during the quest—for 100G,



The Inn

Since you can spend the night at Ms. Cartha's and recover your HP for free, you'd think that laying down 500G for a night at the inn would be a waste of money. Think again. It's worth at least one visit, maybe more. The first time you check in, examine the dresser in your room and you'll find the Dream Stone. Sleep on the bed and you'll have a dream involving a hollow tree trunk you may have passed in Carona Forest (it's right near the start). Go there and drop down into the cavern below. When you reach the small mandola flower, use Blue Magic (raindrops) to make it grow, then jump onto it and onto the platform to the left. Take the book,



The Last Hero, from the treasure box and trade it to Rod back in town for +4 Attack. Also, you can sell the Dream Stone at the shop for 2,000G! Subsequent visits to the Inn will reward you with random coins (press X while moving around the room).



Jargen's Tavern

You can wet your whistle (and recover your MP) here

by drinking milk (10%), root beer (25%) or tropical delight (50%). However, since you regain MP simply by fighting, you should never, ever need to spend money here.





Walkthrough

In *Threads of Fate*, money is not as important as in other RPGs. There are a few ways to make money and a few ways to spend it. To earn money, simply "sell" the creatures that you've defeated at the shop in Carona. You can also sell certain other rare items to the shopkeeper and to some of the townsfolk. Later in the game, you'll be able to challenge Rod to a battle—for a small fee, of course—but if you beat him you'll be repaid tenfold. You'll need to spend your money to stay at the Inn, upgrade your attack and defense ratings and purchase "continue coins" at the church.

World Domination, Baby! Mint's Adventure

Mint is a magic-user, relying on seven different types of magic to use against her foes. Mint's magic can be augmented by different "effects" found throughout the game. She is also a capable hand-to-hand fighter, using metal rings as weapons. Learning which type of magic is powerful against different monsters and bosses is essential to victory when playing as Mint. Mint seeks the ancient relic so she can rule the world.

1. Carona Town

Search around the town square to find a bronze coin, then depart via the main gates for Carona Forest.

2. Carona Forest

Move through the first area and battle Smokey and Blood for the first time. After meeting Klaus and his wife, navigate down the cliff until you see tree-tops, then jump in.

Boss: Smokey & Blood

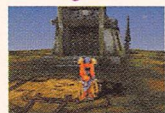


Being the first boss fight in the game, these bumbling bandits are a pushover. Lay into them with physical attacks and they'll retreat in seconds. You only have to beat one of them to get them both to give up.

3. Gargoyle Battle

Use the fountain to the right to heal yourself, then read the inscription on the stone slab. When the gargoyles appear, you must defeat them simultaneously for the staircase to appear. Use your five-way white magic for this job. After the gargoyles are defeated, head up the staircase.

Boss: Nightmare



This boss can be annoying at first, but once his pattern becomes clear it's an easy battle. Nightmare has two main forms of attack: a charge and a jumping maneuver. If he starts running at you, just run away until he stops. When he leaps into the air, jump away to avoid being crushed. The shockwaves Nightmare sends out after landing can hurt you, so use magic (triple blades work well) after he lands and is stunned for a few seconds. Repeat the process until you've won.

4. Atelier

Examine the vault and Klaus will appear and open it for you.

5. Carona

Head to Klaus' Shop and go downstairs to talk to him. Your next destination (Underground Ruins) will now be available at the main gate. Klaus also gives you Red Magic.

6. Underground Ruins



The first area is a labyrinth; listen for the sound of running water to lead you through until you reach a room with a hole in the floor. Jump in to reach the ruins. Search the ruins to find five stone slabs, after which you'll come to a room with three large ice blocks standing in your way. You'll need to use red magic (and have about 120 MP) to melt all three. Collect the sixth stone, the Rare Wine and the Super effect for your magic. Return to the entrance and you'll see the six stone platforms you collected hanging in midair. Jump on them in order—from right to left—and they'll become a staircase leading to a second entrance. After dodging the boulder, head left and you'll come across another boss.

Boss: Skull Beast



The environment is your enemy as well as the large dragon-like Skull Beast. Falling off any of the blocks results in losing a small amount of HP, so time your jumps carefully. The Skull Beast fires two kinds of flame attacks; the first is a simple fireball. Dodge out of the way or jump over it. The second is similar to

Mint's napalm magic—you'll need to jump over this one. Next, he'll start jumping around from block to block. You don't want to be on the same block when he lands, so stay one step ahead of him while he's moving. Finally, hit him with physical attacks—or better still, white magic—when he flashes.

7. Elroy's Atelier

After beating the Skull Beast, continue on and you'll reach an area with three paths leading away. Search each path to loot the atelier. You'll find the Tiara, Cube, Bronze Coins, Gold Coins and the chance to refill your HP in these areas. (Hint: The coins are hard to see; run around the rooms tapping X to find them).

Boss: Belle



After collecting the stash from the atelier, Mint runs afoul of an old enemy, Belle. This boss is quite frustrating. Blue magic seems to work best against her, but even that doesn't do much damage at all (up to eight with Icicle). She fires ranged magic, so stay far away and dodge them. The best time to attack is just after she releases her green energy projectiles. If you see her hand glow red, jump straight toward Belle to avoid taking a LOT of damage from her flame attack. Attack when you can; whittling her down is the way to win.

8. Skull Beast Run



You thought you'd seen the last of the Skull Beast, but it's back! Don't stick around to fight it this time, though; you can't win. Instead, hit him once, then continue on to the left and take the platform up. At the top, you'll have to endure a grueling race up the spiral staircase to the top, with the monster chasing you and spiked iron balls rolling down towards you! If Skull Beast catches you, you'll have to start the run all over again. Avoid the balls by moving to the opposite side of the stairs they're on and try to stay on the inside of the staircase as much as possible for better speed. When you reach the top, a cut-scene will play and you'll return to town. (Hint: Return to the bottom of the spiral staircase later and search the Skull Beast's body to find the Power effect for your magic.)

9. Carona

Klaus will give you your next mission, so it's off to Mel's Atelier. Swing by the shop to upgrade your Attack and Defense if you haven't done so already. You'll need it soon.

10. Mel's Atelier

Before you can gain access to the Atelier, you'll have to endure three 2-D platform mini-games (see Rue's walkthrough for more detailed descriptions). Talk to the Poppul Purrels (the little creatures) outside the Atelier to play these games. Each is a game of skill in which you'll have to negotiate through a series of obstacles within a set amount of time. If you fall into a pit, you'll start again from the beginning. When you've completed all three games, go inside and talk to Mel. Before she'll help you, though, you need to return to the forest and rescue one of her Poppuls from Smokey and Blood.

Boss: Smokey & Blood (2nd Encounter)



The terrible twosome are tougher now, but as long as you've upgraded your attack and defense in town, they should pose no problems. Run away from them when they charge, and then quickly nail them with your triple-hit combo. Repeat until they're beaten. Just like last time, you only have to pound on one of them to win this battle. Return to town and head to Mint's room for some rest. In the morning, head back to Mel's Atelier.

11. Mel's Atelier

Talk to Mel and receive the Cube and Mel's Report, then head back toward town. You'll meet Elena on the ground; talk to her, then talk to Duke (he's wearing a star costume).

Boss: Starlight Duke



As silly as "Starlight Duke" looks, he's still pretty tough. Use Icicle magic when he falls down and keep moving to avoid his spinning attacks.

12. Carona

First visit Klaus, then head to the field behind his shop (follow the alley to the right of Klaus') to meet Rod. Before he'll help you, you need to beat him in combat.

Boss: Rod the Blade Master



Rod's weakness against magic changes during the fight. Switch around until you find the magic that hits him for more than one point of damage and stick to it. When you start doing only one point of damage, you'll have to switch around again until you find his new weakness. Otherwise, this is an easy fight.

13. Gamul Village

Search the area around the ruins—read the inscription on the stone, refill your MP from the overturned vase and examine the windmill. Belle will appear again to fight you.

Boss: Belle (2nd Encounter)



This is an extremely easy fight. Avoid the robot's grasp by jumping over it when it tries to grab you. Belle will create platforms—you can either use them to jump kick her, or stand on them and fire white magic (Rapid Fire works best). Either way, she's toast in no time. After beating her, check her body to acquire Green Magic. Use the overturned vase to refill MP your if needed.



14. Gamul Village



Use your new green magic on the windmill to lower a lift and ride up into the village. If you leave the Gamulians alone, they won't attack you. Feel free to beat on them if you need to to refill your MP; whenever you move to a new screen, they'll be friendly again. The village is kind of a maze if you don't know what to do. You need to hit levers throughout the area to change your destination on a moving "mine cart" platform. Hit the first two levers you come across (so that they point to the left). When you come to the platform with two levers, hit the leftmost lever (so it points right). Follow the path and you'll come to some moving platforms. Jump across and hit the lever at the end (it'll be facing right), then drop down to the right. Now continue on until you come to the mine cart screen again. This time, hit the lever before you jump onto the cart (it should point right). This takes you to the end of the level.

Boss: Cloud Whale



This is another fairly easy fight if you know the pattern. The boss has three methods of attack. First, he'll fly past your raft and bring a wave of water behind him. Hop over the water (try to stay near the middle of the raft, since you'll be pulled in the direction of the wave) to avoid getting hurt. Second, he'll stop directly ahead of you and his waterspout will glow. Water geysers will erupt from the raft. Stay moving and jumping around to avoid these. You can hit the whale during this attack by jump-kicking the glowing spot on his head, but be careful not to fall into the water. Finally, the Cloud Whale will open his mouth and attempt to suck you in. Fire a few shots of rapid-fire White Magic into his gullet before the wind starts pulling you toward his open maw. Run in the opposite direction to avoid this attack; do not jump or you'll be pulled in for sure.

15. Carona

Go to Klaus' Shop and he'll give you another mission: to bring back the phantomite from Raging Mountain.

16. Raging Mountain

There's only one tricky part to this otherwise amazingly easy level. On the very first screen, when you reach the entrance to the mountain, face the screen and drop down onto a hidden ledge, then jump across to the left. In the treasure box you'll find Black Magic. Use it to destroy the rock here and the other rocks in the next few screens.

Boss: Belle, Hexagon & Duke



Make sure you've purchased the latest attack and defense upgrades at the shop in town before attempting this battle. It's possible without upgrading, but much, much easier if you take the time to outfit yourself. Belle will fly around in Hexagon trying to grab you while Duke attacks you from the ground. Avoid Belle by jumping whenever she goes for a grab and give Duke a pounding with your rings. Next you have to knock Belle from Hexagon. It's easy if you follow this pattern: When she moves in for the grab, jump away to avoid it, then quickly turn and jump-kick her. After that she'll face you on foot. Avoid her projectiles and beat on her with your rings. She falls very quickly.

17. Raging Mountain

After defeating Belle and Duke, you'll be able to refill your HP if you follow the next screen all the way to the right. Next, jump across the pillars to recover the Legendary Shield (see tips section after the walkthrough for information on this item).

Boss: Wylaf

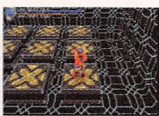
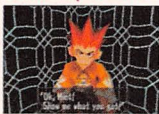


Believe it or not, the epic battle with the legendary dragon Wylaf is one of the easiest boss encounters in the game. His pattern and attacks are incredibly simple to avoid. He'll take to the air and attack with fireballs—they're slow, giving you plenty of time to move out of range of the explosions they cause. When you see gusts of wind on the ground, stay away from them as well. When Wylaf lands, nail him with Blue Magic Triple Blades. If you're close enough, all three blades will connect and he'll immediately take to the air again. Use this tactic to negate his physical attacks and you'll beat him in no time (you only have to reduce his HP bar to half). Later in the game (after the events in the Tower of Maya) you can return here to challenge Wylaf again and get the Hyper effect for your magic.

18. Carona

When you return to town, Smokey and Blood challenge you to fight them in the forest. Before you do that, head to Klaus' and he'll finish his work on Prima Doll with the phantomite. Now you can either go to the forest and fight a set of bosses (you need to if you want to get the Circle effect for your magic), or you can go to Mel's Atelier, the next stop on your quest. It's best to head to the forest first.

Boss: Trap Master



Go to the forest and you'll fight this spiky-haired punk. This is another easy fight. Stay away from the platforms that flash, jump away to avoid the falling spiked balls (you'll see the shadow before they fall) and hit Trap Master with Green Magic whenever he stands still.

Boss: Smokey & Blood (3rd Encounter)



After defeating Trap Master, the goofy bandit duo puts up another half-baked fight. Just whack the heck out of them until you win. As long as you have half of your HP or more left after fighting Trap Master, you won't even have to avoid their attacks.

19. Carona Forest

After defeating Trap Master and Smokey and Blood, continue on to the cliffs. Near the beginning of the descent, you'll come to a small ledge (just after passing the first mandola plant). Instead of jumping to the right, drop down and follow the ledge around. You'll see the rock shown in the accompanying photo. Destroy it with black magic (use the Power effect), then jump over to the treasure box to get the Circle effect.

20. Mel's Atelier

Talk to the Poppuls outside of Mel's and one will offer to take you to Gorotan. Accept the offer and it's off to another boss fight.

Boss: Gorotan



Examine the little creature in the area and Gorotan will reveal himself. He has two attacks, and it's an obvious pattern; keep an eye on the stars that rotate around him. When they're close to Gorotan, he'll fire electricity at you. Keep running and jumping to avoid this attack. When he sends the stars toward you, get in close and keep running circles around him until his lightning hits the ground (as long as you keep moving it'll miss you), then fire your White Magic (with Power effect) to hit him for huge damage. Repeat until he's defeated. You'll get Yellow Magic for beating him.

21. Carona

Now a long, long, series of cut-scenes and brief, actionless interludes takes place. Kick it off by paying a visit to Klaus, then sit back and watch the story unfold. There's only one area that could possibly trip you up: Rod will ask you to tell him the name of his boat. If you've forgotten, it's "Pulsar-Inferno Typhoon Omega," the third choice on his list. You'll visit Klaus a total of three times during this period; when you finally end up back in Carona, talk to Klaus to get the action going again. Mint must head back to the Underground Ruins in search of a doll factory.

22. Underground Ruins



You have to redo the entire Underground Ruins level, including getting the six platforms to form the staircase to the second level entrance. This time, the enemies are tougher and you'll have to fight a gang of dolls before each of the stones will appear. Use white magic (Circle effect) to clear them out quickly. After accomplishing that, head up the ramp to the right (where the boulder was) and you'll be able to refill your HP before heading on to the floating platform room. Luckily, you don't have to do that part again. All that work, just to head straight back to Carona to fight Psycho Master.

Boss: Psycho Master



Psycho Master teleports around the room, and each time he appears, he gives you plenty of time to whack him twice. You have to get around behind him and hit him in the back, though. Attack his front and he'll grab you and use his black magic to throw you across the room. When he starts floating toward you, run away from him and jump over his fire circle attack. Psycho Master has no HP meter in this fight, but you'll beat him very quickly if you're careful not to attack his front.

23. Tower of Maya



In the room with the floating melons, you can only jump on the melons which are not spinning and the ones that are spinning from right to left. The melons spinning from left to right will dump you off. If you fall, you'll have to battle three pumpkins before you can attempt the jumps again. Also, be careful of the pumpkin cannon firing at you from the far end of the chamber. If you're on a stationary melon when it fires, hop straight up to avoid being knocked off. In the next area with floating platforms, jump onto the right platform to begin crossing. The order of jumps from the first platform is forward, left, left, left. The last platform will take you across to the far side.

Boss: Trap Master (2nd Encounter)



Trap Master hasn't changed much since the last time you tangled with him. This time he'll mark more platforms for explosions, so you'll have to stay nimble and get off of any platform that starts flashing fast. Hit him with normal green magic for maximum damage.

Boss: Maya



Keep moving to avoid her attacks; one will turn you into a pumpkin. If this happens, simply roll around in a big circle to avoid her kicks. Use your rings to beat on Maya whenever possible. This is a very easy fight, since the pumpkins constantly reappear and they'll give you HP and MP after you destroy them. After this battle you'll encounter two Mayas and be asked to choose the real one. The correct answer is the one on the left.



24. Lakeside Field

Once back in Carona, be sure to upgrade at the shop, then go see Rod at his camp. He'll tell you that the Pulsar-Inferno Typhoon Omega needs five more cannon orbs before it can take you to Valen's Fortress. Thus begins a sort of scavenger hunt for these items. Here's where you'll find them: Klaus has one in his basement, Mel has another (you have to "play" with the Poppuls again to get it), Belle has a third (you'll find her in the tavern) and you'll need to leave a monetary deposit with Hobbs for the fourth (choose "Put on an Act" and the deposit will be 5,000G—choose one of the other options and it'll be 10,000G or even 15,000G!). Now go back to Rod's area and the fifth, final cannon orb will be found automatically.

25. Valen's Fortress



Prima Doll gives you Gold Magic after you arrive at the fortress. You can't do anything with it yet. Work your way through the four "arenas." After that you will be able to save your game and you'll find yourself in a room with four torches, two of which are lit.

You are actually on a circular area with four identical rooms, connected by short walkways. Head out of the room to the right and you'll come to a second torch room with none of them lit. Light the two middle torches using red flame magic (so they match the pattern of the first room). A red stone will drop from above. Return to the first room and Mint will place the stone in a niche on the floor. Now go to the third torch room (two rooms to the right of the main room). Use blue raindrop magic to put out the flame in the torch to the far right.

Light the torch to the left of the barely-lit torch and then use green wind magic to get the sputtering torch fully lit. A green stone will appear. Return to the main torch room. Now head out to the left and you'll reach the fourth torch room. Use raindrops to extinguish the far right and far left torches, leaving the two center torches lit. You'll get a blue stone to carry back to the main room. Finally, extinguish and then re-light the two torches in the main room to get the last stone. Stand in the circle between the stones to teleport away.

Boss: Psycho Master (2nd Encounter)



Psycho Master is pretty much the same as the last time you fought him, only this time he has a life meter and takes a lot longer to beat him. Also, you're in a smaller area with force fields for walls—touch them and you'll take damage. Wait for him to appear, then quickly run behind him and get a couple of hits in with your rings.

The best time to hit him with magic (use white) is after he attacks with his ring of fire. Remember that you can only hit him in the back.

26. Cursed Crossways

In this area you'll find a series of platforms connected by catwalks. There are teleports leading to monster encounters and three boss encounters. You'll have to fight Skull Beast, Nightmare and Cloud Whale again. The other portals lead to rooms of monsters. Use these to refill your HP and MP between bosses. You'll find the three bosses in the top middle (Nightmare), right mid-

dle (Skull Beast) and left middle (Cloud Whale) portals. After you've dispatched the three repeat bosses, a save point will appear. The portal on the lower middle platform will be activated.

Boss: Doll Master



Equip your white magic (Power effect) and meet Doll Master head on. He'll fall before your magical onslaught in no time. You really don't even need to avoid his attacks, since they do so little damage as long as you've upgraded to the most powerful items.

Boss: Valen (1st Form)



This battle can be very frustrating if you don't know a few things. First, you can't permanently destroy the large winged monster (Evening Dew) that's chasing you around the ring. You can beat it, but it'll come back in a few seconds. Second, the creature can restore Valen back to full health. You do not want this to happen. If you see Evening Dew stand still and raise its wings, it'll heal Valen when he gets near it. You can beat on Evening Dew to interrupt this process. Valen floats from area to area. Try to predict where he's going to stop next and then jump kick him when he gets there. If you went back and fought Wylaf a second time to get the Hyper effect for your magic, you can cast blue magic (with Hyper effect) to heal yourself during the battle, which helps greatly.

Valen (2nd Form)



This is it; the final battle. Maya gives you the Cosmos effect for your magic before this fight, and it's the key to victory. Cosmos only works with the gold magic you got earlier from

Prima Doll. The magic it casts creates a temporary shield around Mint, which absorbs damage into her MP instead of her HP. It costs only 10 MP to cast. Valen goes through different transformations during this fight, but there's only one time you can damage him. When he takes to the air with his appendages out to the sides, stand and face him. Cast the gold + cosmos magic and his fast projectiles will decrease your MP. As soon as he's finished attacking, release the magic button to throw the shield at him. This attack does 98-100 damage and you'll have to hit him five times like this to beat him. His patterns are easy to avoid in his other forms, and—even better—HP and MP items appear along the edge of the platform throughout the battle, making it very easy to stay alive.

27. Endgame

Back in Carona, you can spend some time talking to the townsfolk and saying your goodbyes. To finish the game, head to the Inn and you'll meet a character from Mint's past. Choose "depart" to kick off the final cut-scenes and finish the game. Wait through the credits and you'll be given the opportunity to create a new save file to start the game as Rue. When you play as Rue, be sure to start from this save to unlock the secret mode after beating it with both characters.

The Mysterious Boy: Rue's Walkthrough

Rue is a young boy on a quest to locate the legendary relic in order to save the spirit of his sister, Claire. He is not interested in money or glory, only in carrying out his mission. Rue's weapon is an axe-like sword called "Arc Edge." It delivers a more powerful attack than Mint's rings and will be Rue's main form of attacking throughout the game. He also has the strange ability to transform into any almost creature he's beaten in combat, which will aid him on his quest. The catch, though, is that Rue can only have a repertoire of four monsters at any given time. If he collects a fifth "monster coin" by defeating a new monster, the oldest monster in his arsenal vanishes. If he needs that monster's powers later, he'll simply have to go and catch another one. *Note: Some areas of both Mint's and Rue's adventures are exactly the same.*

1. Carona Town

Search around the town square to find a bronze coin, and then depart via the main gates for Carona Forest.

2. Carona Forest

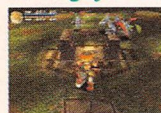
Here you'll learn the basics of transformation. Move through the first area to battle Smokey and Blood for the first time. After meeting Klaus and his wife, navigate down the cliff until you see treetops and jump in.

Boss: Smokey & Blood



Before you can fight these guys, you'll need to transform into a Pollywog and move over near them. Attack one of them after they dismiss you. Then they'll attack. They are easy to beat; pound on one of them with the Arc Edge and they'll quickly run away.

3. Gargoyle Battle



Use the fountain to the right to heal yourself, then read the inscription on the stone slab. When the gargoyles appear, you must defeat them both and grab the monster coins they leave behind. Transform into a gargoyle and perch on the slab opposite the other gargoyle statue; the staircase to the Atelier will appear.

Boss: Nightmare

Nightmare has two main forms of attack: a charge and a jumping maneuver. If he starts running at you, just run away until he stops. When he leaps into the air, jump away to avoid being crushed. The shockwaves Nightmare sends out after landing can hurt you, so stay back and move in to attack him after he lands and is stunned for a few seconds. Transforming into a gargoyle and using its sonic attack ability does some decent damage as well.

4. Atelier

Examine the vault; Klaus will appear and open it for you. Go outside and talk to Elena, then head back inside and Klaus will be finished with the vault.

5. Carona

Head to Klaus' Shop and go downstairs to talk to him. Your next destination (Underground Ruins) will now be available at the main gate. Stop by the shop on your way to upgrade your attack and defense.

6. Underground Ruins



See Mint's walkthrough; you'll need to transform into Guden to melt the ice. Also, transform into Pollywog and fly over the toxic water areas.



Underground Ruins

Boss: Skull Beast



Skull Beast has exactly the same pattern as he did for Mint, although with Rue you'll need to get up close and personal to damage him. Luckily, Rue's Arc Edge does good damage even this early in the game and it'll only take about six hits to finish him off. Jump over his flame attacks and hop from platform to platform when he starts jumping around. When he flashes, hit him with a jumping attack and quickly jump away to another platform.

7. Elroy's Atelier

See Mint's walkthrough.

Boss: Duke



Where Mint faced Belle, Rue is attacked by her sidekick Duke. This is a very easy fight as long as you've upgraded in town. Duke fires energy blades that you can easily hop over. Let him attack, jump over it and then hit him one or two times. Repeat this until you've won.

8. Skull Beast Run



See Mint's walkthrough. Note: Although Mint can return later and find an item on Skull Beast's corpse, Rue won't find anything.

9. Carona

See Mint's walkthrough.

10. Mel's Atelier

Here are some tips on the three mini-games you must play before entering the Atelier.



The first mini-game, "giant balls" is actually pretty easy. There's only one trouble spot right near the end. You've got to make the jump from the second giant ball to a small platform. Wait until the ball is near the edge and then jump off. The Fungie on top of the ball won't hurt you. Just be careful not to kill it or the ball will disappear. After getting to the end, you'll use the remaining time to whack Fungies for points. The more points, the better your reward.



Because this stage has you jumping onto moving swings, it's a bit harder than the others. Transform into an Imp and use its projectile attack to clear the way before jumping when enemies are in your path. After you reach the end, you'll get a chance to grab colored balls for points and prizes.



This is the easiest stage. There's just one tricky spot, again at the end of the stage. First, you'll have to navigate three see-saws. Stand on the left edge of the first, then run up and jump off the right edge to make the jump to the platform. On the second, stand on the right edge and the see-saw will move close enough to the platform to make the jump. The third see-saw needs to be moved a few times by alternating jumps onto the left and right edges. When it moves close to the platforms, hop across. You'll see a series of three blocks with hornblowers in the background. When you see the hornblowers jump up, jump straight up to avoid getting knocked off. Transform into an Imp and take out the Cockadoo before making the final jump.

Boss: Starlight Duke



After talking to Mel, Rue faces Duke again on his way out of the Atelier. Avoid his attacks and hit him when he falls down (he falls down a lot; it's the only time he's vulnerable). When he leaps high into the air, get out of the way and jump before he hits the ground, since it'll do five points of damage if you're standing on solid ground when he lands.

Boss: Smokey & Blood (2nd Encounter)



Head back to the forest after returning to town from Mel's to find Smokey and Blood harassing the defenseless Poppul Purrel. This is exactly the same fight as Mint's second run-in with the bumbling bandits. Avoid their rushing attacks and counter with a triple-hit combo of your own. As before, you only have to beat one of them to get both to run away.

11. Mel's Atelier

Back in Carona, you'll have to spend the night in your room at Ms. Cartha's before you can return to Mel's in the morning. (This is a good time to head over to Rod's camp if you want to get his background story; he'll only tell you at night). Mel gives you the Cube and Mel's Report.

12. Carona

Visit Klaus and you'll learn your next destination: the Ghost Temple. (Note: At this point in the game, Rod is no longer available to fight against for quick money, since he's over in Gamul Forest with Mint on her leg of the adventure.)

13. Ghost Temple



You're faced with two doors in the main entry hall of the temple. You'll only be able to go through the door to the right (try opening the left door and the right door will swing open). You'll come to a corridor with a jump that is too wide for Rue to make. Change into a Saber Tiger to leap across (you'll find a Saber Tiger in the room to the left of the middle platform in the same hallway). When you reach the door flanked by two puppet statues, attack and destroy the one on the right, then change into a puppet and take its place to unlock the door.

Boss: Chimera



This creature is scarier looking than it is threatening. It has a very easy pattern—wait for it to throw its weapon out like a boomerang, then run in and nail it with a triple-hit combo.

You can also attack it just after its third head pops out and it stands still for a few seconds. You'll get the Left Solleret for defeating Chimera.

14. Ghost Temple



Continue forward, following the hall until you reach a series of platforms over poisonous water. Just before this section, look for a door in the left wall. Inside you'll fight two puppets and an Ootang. Be sure to get the Ootang coin, since you'll need to change into one shortly. Change into a pollywog if you fall from a platform into the poison below; you'll be able to fly safely over it. When you reach the door at the far end, transform into a skeleton and stand on the empty pedestal to unlock it.

Boss: Chimera (2nd Encounter)



The second battle against Chimera is just as easy as the first. Instead of throwing his weapon at you, this time Chimera uses flame and lightning magic. Hop over his napalm attack and go for the triple-hit combo. When the screen darkens, keep moving to avoid his lightning attack. (Alternatively, run toward him—avoiding the lightning—and get a jumping attack in on him just as the last bolt hits the ground.) Beating him gets you the Right Solleret.

15. Ghost Temple

In the next section, turn into Ootang to make the high jump onto the platform, then destroy the skeleton on the right pedestal. Transform into a skeleton and use the "crumble" ability to match the position of the other skeleton. The door will unlock.

Boss: Chimera (3rd Encounter)

Chimera pulls out all of the stops for this battle, using all of the attacks you've seen so far as well as a new spinning, fire-breath move. As usual, he suffers from long down times after most attacks, allowing you to run in and attack, then run away before he can counter. Use this same strategy against him in this battle for another easy victory. You'll get the Left Gauntlet after this fight.

16. Ghost Temple



In the next hallway, Rue comes across four lit torches. If you don't have the Spectre ability, head back and get it from the hallway just before the third Chimera room. Use its water

ability to extinguish the fires. The door to the left unlocks...watch out, a large spiked ball drops from the ceiling as soon as you put out the last flame. Run straight ahead and you'll be back in the main entryway. Now the left door is open. Head through and you'll meet up with Elena. Go around the corner and hit the switch, then backtrack and you'll find the door at the bend is open. In the next area, there are three doors and a small hole in the wall which is too small for Rue to fit through. Check all of the doors and the hole and eventually a cut-scene will play. Afterwards you'll be able to enter the doors in the right and left walls. Behind the right door you'll fight three puppets. Break down the door to the right and you'll find a stinger and a Moon Stone. Change into the stinger and you'll be able to fit through the hole in the wall. On the other side, hit the lever to open the doors. After Elena gets trapped the second time, enter the room on the left wall. Change into a puppet and stand on the teleporter and you'll be able to get back to Elena. Do it again after the puppets teleport away with Elena. Now go back into the first teleporter room and teleport again. Next, go all the way back to the hallway with the doors on both sides and the small stinger tunnel in the wall. You'll see the right door is banging again. Go inside and fight through the horde of puppets and skeletons until you rescue Elena. Talk to Elena when you reach the locked door and she'll open it for you. Now continue on, past the spinning platforms and you'll encounter Chimera yet again, this time fighting with Duke.

Boss: Duke (2nd Encounter)



Believe it or not, Duke is the toughest enemy you'll face in the Ghost Temple. He's fast and his attacks do high damage. He has two magic attacks, both of which he broadcasts very obviously by flashing and punching the ground. Get out of the way when he does these. He's invulnerable before, during and immediately after these attacks, so don't bother trying to hit him. The best times to nail him with solid two-hit combos are right after he lands from his

PLAY IT COOL THIS SUMMER.



Why waste your time boiling in the blazing summer heat when you could be downstairs in the basement playing video games? Exposure to the sun's rays is now known to cause all kinds of undesirable side effects. Why not stay inside and enjoy the comforts of man's greatest inventions...namely, air conditioning, chilled beverages, video games and *Tips & Tricks* Magazine! (Not necessarily in that order.) To convince you that this is the way you should be spending your summer days, we're offering a 12-issue subscription to *Tips & Tricks* at the unprecedented low price of just \$12. Now you can REALLY keep cool, exploring the darkest depths of your favorite games' secret levels and hidden features with the help of the #1 video-game tips magazine!

Save over
79%
off the annual
cover price!

Subscribe to
TIPS & TRICKS™

Special Summer Rate:
ONLY \$1 per issue!

12 Newsstand Copies: \$59.88
12 Subscription Copies: \$12.00

☒ Yes! Start my 12-issue *TIPS & TRICKS* subscription for only \$12.00; I'll save over 79% off the annual newsstand price!

TIPS & TRICKS, P.O. Box 15397, Beverly Hills, CA 90209-1397

Name _____

Address _____

City/State/Zip _____

☐ Payment Enclosed • ☐ Charge My ☐ VISA ☐ MasterCard • ☐ Bill Me

Credit Card # _____ Exp. _____

Signature _____

Money-back guarantee on all unmailed issues if not satisfied. Foreign add \$10 per year. U.S. Funds only.
YOUR FIRST ISSUE WILL ARRIVE IN 6 TO 8 WEEKS. Where applicable, sales tax is included in stated price.
OFFER EXPIRES DECEMBER 5, 2000 AX8000

Threads of Fate



Ghost Temple Boss: Duke (2nd Encounter)

uppercut and during his "thousand fist punch." Also, you'll want to destroy the objects around the room right away at the beginning of the fight. Hit each one once and get out of the way, because they explode. It's very annoying if you leave them alone, since you'll find Rue turning to hit them instead of Duke if they're nearby. After beating Duke, the walls begin moving. Rue will need to attack the door to bash it open within a generous time limit. You'll receive the Right Gauntlet after escaping from the Temple.

17. Carona

Go to Klaus' Shop and he'll give you another mission: Bring back the phantomite from Raging Mountain.

18. Raging Mountain



See Mint's walkthrough. As Rue, you'll need to get a coin from Bubba in order to break the boulders throughout the level. Otherwise this is exactly the same level Mint went through.

Boss: Belle, Hexagon & Duke



This triple helping of bosses is possibly the hardest fight in the whole game. Fortunately, it gets easier as you eliminate them one by one. Although Duke doesn't really count as part of the "boss"—and has no HP meter of his own—he should be defeated first. Wait for Belle (on Hexagon) to make a grab at you and avoid it by jumping away. Then pound Duke with a three-hitter when he runs at you. Repeat until Duke is out of commission. Next, follow the same pattern of avoiding Belle's grab attack, then run right next to Hexagon and perform a jumping attack from a straight vertical jump. Finally, Belle will dismount Hexagon and fight you herself. This last part of the fight is basically a gimme; Belle is no challenge at all, and unless you have extremely low health you should simply chase her around and pound on her until she falls.

19. Raging Mountain

After defeating Belle and Duke, you'll be able to refill your HP if you follow the next screen all the way to the right. Next, jump across the pillars to recover the Legendary Shield.

Boss: Wylaf



As with Mint's Wylaf battle, avoiding his attacks with Rue is easy and the fight is over almost as quickly as it starts. The only difference here is that you'll want to use the Arc Edge against him, which means anticipating where he'll land and being there to deliver one or two blows before he can take to the air again. You can also get in a jumping attack when he flies in low towards Rue. You'll get the Phantomite after depleting half of Wylaf's HP.

20. Carona

Upon arriving back in town, Smokey and Blood will challenge you to a battle in the forest. After they leave, go over to Klaus with the phantomite and you'll learn of your next stop. First, head to the forest to do battle with Smokey, Blood and their new pal, Trap Master.

Boss: Trap Master



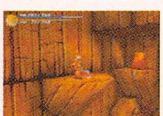
The only hard part of this battle is the ease with which you can fall off of the platforms you're fighting on. You can hit Trap Master from a neighboring platform, so try to get next to him when he lands and attack from there. He has no HP meter—about a dozen hits and he'll give up.

Boss: Smokey & Blood (3rd Encounter)



This is exactly the same fight as the second Smokey & Blood encounter.

21. Carona Forest



This is an excellent time to clean up a few hidden areas

in Carona Forest, which you couldn't access earlier. You'll need to have spectre, bubba and ootang in your monster collection to complete these tasks. First, drop down the first hollow tree stump (right near the start of the area). When you reach the small Mandala flower, change into spectre and use its water ability to make the plant grow. Hop onto it and then onto the platform to the left and you'll find *The Last Hero*, a book which can be traded to Rod for an Attack +4 bonus. Next, in the area where you've fought Smokey and Blood, climb the tree on top of the statue as an ootang and work your way along the platforms to the right. You'll drop down onto a previously inaccessible portion of the cliffs. Hop over to the ledge with the giant rock and transform into bubba to break it. Now you know a useless shortcut to Elroy's Atelier!

22. Mel's Atelier

Talk to the Poppuls outside of Mel's and one will offer to take you to Gorotan. Accept the offer and you're off to another boss fight.

Boss: Gorotan



Gorotan is exactly the same as when Mint fights him. Keep the pattern of running around him in a circle, getting close and attacking after his lightning bolt hits the ground.

23. Carona

After talking to Klaus, head over to the Lakeside to watch a cut-scene with Elena and Mint. Return to Klaus and you'll have to take Prima Doll to the Lakeside. After returning Prima to Klaus, you'll need to head over to Rod's camp to ask him to ferry you out to the Lake Ruins in his boat.

Boss: Rod



This is the only time you'll have to fight Rod in Rue's game. He's tougher than when you fight him for money, mainly because he comes after you with this hysterically huge hammer! Wait for him to swing down at you and try to get around behind him and nail him a couple of times. Don't bother attacking him any other time, since his recovery from his horizontal swings is very fast and he'll clobber you if you get close. As always, his little dog "Johnny Wolf" will run around and attack you during the fight, but don't bother trying to take it out; just concentrate on Rod.

24. Carona

After beating Rod, he'll ask you to give him some time to get ready. Strangely, you must now head to Klaus' and he'll ask you if you're ready to go to the Lake Ruins. Say "yes" and you'll automatically head back to Rod, who'll be ready for departure. After the cut-scenes find you back in town, sleep in your room and then head to the Lakeside to watch even more intermissions. It'll be evening again when you get back to town, so spend the night in your room to trigger the next series of events. In the town square, you'll spot Claire. Follow her to the tavern area, then to the docks, where you'll need to talk to Duke. Next, head over to Rod's camp and talk to him. Finally, enter the church to fight Psycho Master.

Boss: Psycho Master



Another easy boss fight; just avoid him when he starts floating around the room and hit him in the back after he reappears. You'll be able to get two-hit combos each time and it'll only take six or seven of these to put him down.

25. Tower of Maya

See Mint's walkthrough.

Boss: Doll Master



Try your best during this battle, but you can't win. Doll Master will eventually win, and a cut-scene will follow.

Boss: Atenacius



This battle takes place on two wide platforms separated by smaller platforms. Atenacius is a floating head on a stone tablet, and he's very easy to hit, because he's so large. Basically, you'll want to rush him at the start of the fight and get in a few hits. He'll teleport to the far platform and start firing projectiles at you. This is the trickiest part of the fight. The blue projectiles home in on Rue, and if he's in midair between platforms, you'll take damage from the projectile and the fall, and you'll end up back on the main platform. You'll need to take a couple of hits to get across. Jump to the first platform and get close to the far edge (closer to Atenacius). Let the projectile hit you, then make the next jump. Repeat, and jump to the far platform. Here you'll be able to whack Atenacius a good 4-6 times, since he'll teleport to the other side of the same platform, then teleport back to his original platform. Repeat the process to get over to him and you should be able to finish him off before he can teleport again. The only other attack you'll need to worry about is his "beard grab." If you see the camera pull back and up, get as far away from him as you can, and you'll avoid getting grabbed.

26. Carona

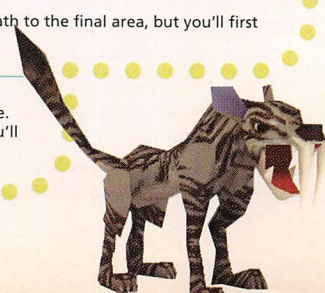
Talk to Klaus.

27. Mel's Atelier

Talk to Mel and she'll set you on the path to the final area, but you'll first have to return to Raging Mountain and talk to Wylaf again.

28. Raging Mountain

Make your way back through this stage. On the way through the mountain, you'll run into some old enemies.





Raging Mountain

Boss: Trap Master (2nd Encounter)



Trap Master hasn't changed much since the last time you tangled with him. This time he'll mark more platforms for explosions, so you'll have to stay nimble and get off of any platform that starts flashing fast. Use the Arc Edge for a quick victory.

Boss: Mode Master



Mode Master starts this fight in the form of Rue, but she'll change into other creatures during the battle. This is an easy fight; you really don't even need to worry about avoiding attacks, just rush in there and swing away with the Arc Edge.

29. Valen's Fortress

See Mint's walkthrough. (In the arena areas, Rue will need to transform into bubba to break stone blocks, and hellhound to break blocks of ice and put out flames. Likewise, in the area with the four torch rooms, follow the same directions given in Mint's walkthrough, but Rue will need the powers of hellhound and jinn to put out, light and fan the flames.)

Boss: Psycho Master (2nd Encounter)



Psycho Master is pretty much the same as the last time you fought him, only this time he has a life meter and takes a lot longer to beat. Also, you're in a smaller area with force fields for walls—touch them and you'll take damage. Wait for him to appear and quickly run behind him and get a couple of hits in the Arc Edge.

The best time to hit him is after he attacks with his ring of fire. Remember that you can only hit him in the back.

30. Cursed Crossways

In this area you'll find a series of platforms connected by catwalks. There are teleports leading to monster encounters and three boss encounters. You'll have to fight Skull Beast, Nightmare and Chimera. The other portals lead to rooms of monsters. Use these to refill your HP and MP between bosses. You'll find the three bosses in the top middle (Nightmare), right middle (Skull Beast) and left middle (Chimera) portals. After you've dispatched the

three repeat bosses, a save point will appear. The portal on the lower middle platform will be activated.

Boss: Doll Master (2nd Encounter)



Doll Master is tougher now, thanks mainly to a new grabbing move that does up to 30 points of damage. He broadcasts this move, though; watch for his arm to start giving off sparks just before the attack and get out of the way. When he misses with the grab, he's wide open for a three-hit combo. Otherwise, wait for him to rush at you, jump over his swing and get two hits in before he counters. You can also transform into a Shaolon (the dinosaur-looking creature) and hit him with its electricity attack, which does lots of damage.

Boss: Valen (1st Form)



This is the same battle as Mint had, except that Rue can do considerably more damage to both Valen and Evening Dew with his Arc Edge, so it should be even easier.

Valen (2nd Form)



This is also the exact same fight as Mint's final encounter with Valen, but there's an added twist. Where Mint had the use of her powerful Gold+Cosmos magic, Rue now has the ability to block. Valen is only vulnerable in one form, when he flies around with his arms spread open. After blocking his rapid projectiles, hit him with a quick jumping attack and you'll inflict somewhere in the neighborhood of 100 HP of damage. You'll need to hit him five times to beat him. There are MP and HP items around the edges of the platform if you need to refill.

31. Endgame

Like Mint, Rue has the opportunity to say goodbye to the people of Carona during this final playable portion of the game. You have to talk to Klaus, Maya at the Inn, Belle and Duke at the tavern and Rod at his camp. Head back to Klaus' after making these stops and you'll watch the final cut-scenes and the credits.



Tips, Tricks and Items of Great Import

- In the Underground Ruins when you reach the room with three ice blocks, you won't have enough MP to melt them all. You only need to melt the first one to get the stone, but if you stick around the area, fighting the King Ant nearby over and over again (use magic as mint, Gudon as Rue) to build your MP up to 100, you'll be able to melt all three blocks, and get the Rare Wine as both characters, and the Super for Mint. This is a great boon so early in the game. Take the wine to Hobbs and watch his prices drop!
- Only Mint gets an item from the body of Skull Beast at the bottom of the spiral staircase. If you return later you'll find the Power effect. Rue can go back and search the body, but he'll find nothing.
- Challenge Rod to fight at different points in the game and you'll see his crazy assortment of weaponry.
- Return to see Wylaf as Mint near the end of the game and you'll get Hyper magic effect.
- The monsters you fight in Mel's mini-games are worth loads of Gold. Play the games over and over and you'll earn lots of money.
- Visit Rod at night (before retiring to your room at Ms. Cartha's) and he'll tell you a story about his past.
- After you beat the game with both Mint and Rue, you'll be able to play through it again with more powerful characters and a harder difficulty.
- What do you do with the "Legendary" items you'll find throughout the game? If you look at them in the inventory screen, you'll see that the Legendary Sword, Legendary Shield and Legendary Helmet are in fact nothing but a knife, a frying pan and a pot! Apparently you can take them to the owner of the tavern and he'll use certain monsters to cook up special stat-raising dishes for you, but I could never get this to work in the version I played. you can also sell these items at the shop for 500G apiece.
- All of the Stones found throughout the game (Night, Dream, Star, etc.) can and should be sold off at the shops for large amounts of money. They serve no other purpose in the game.



NGEN

RACING™

The six members of Curly Monsters are arguably among the most talented developers in Europe. Although they have worked on many awesome games in the past, *NGEN Racing* is their first game developed together as a group. You might have seen plane racing games before, but not like this!

ARCADE HANDLING VS. PRO HANDLING

There are two handling modes in *NGEN Racing*: Arcade and Pro. If you start off playing the game with Pro handling you'll probably find yourself flying out of control almost immediately. Arcade handling is much easier, but there are some tradeoffs. First, with any given aircraft it's possible to turn more sharply using Pro handling than it is with Arcade handling. Second, if you're using Pro handling you can fly through the AB and health gates upside-down and receive double the bonus. Flying upside-down is impossible to do with Arcade handling. On the other hand, for at least 95% of the game you can progress just fine with Arcade handling. However, if you get too used to it, you'll probably never want to switch. If you want to try Pro handling you should start using it early on, before you get too comfortable with Arcade handling.

ARCADE MODE

There isn't really much to Arcade mode. There are a few championships, but you can only choose from a small selection of aircraft and you won't get any rewards for completing all the races. If you want to get serious, try NGEN mode!

NGEN MODE: BASIC STRATEGY

This mode of the game is very similar to the "Gran Turismo style" flow of gameplay that is becoming increasingly popular with racing games lately. You buy an aircraft, participate in races, win money, then buy more aircraft, ad infinitum. The key here is to maximize the use of the money you have. Near the end of the game you'll find yourself overflowing with so much cash you won't know what to do with it, but at least during the first half you'll want to be very careful about spending. In each class you should buy only one aircraft. Buy the best one right away, so you can then just concentrate on modifying it. Usually, the three or four most expensive aircraft in any class are all really good, so choose one of those that fits your playing style and preference the best. Before you begin any championships, you must obtain a flying permit for the corresponding class. These permit tests are really easy, so if you cannot pass them on your own, you won't stand a chance in those races anyway.

Once you enter Fighter class, weapons will become available to you. Unlike in most other games of this type, you'll always start with a fixed number of each weapon and you won't be able to replenish any stock during the race. It's hard to fly and shoot at the same time, and it's even harder to fly with AB (afterburner) and shoot. What I usually end up doing is spending the first third of the race shooting at all the opponents in front of me while I collect and store up AB. Once I run out of Missiles and Rockets, if I'm in second place or worse I'll leave the Cannon selected (which always has infinite ammo) and I'll start concentrating on racing with the AB on. If I'm in first place, I'll leave the Counter rocket selected (which only fires automatically and to the rear). If you're skillful enough, sometimes you can destroy one or more of your opponents during the race, although most of the time if you score a hit it will only slightly slow them down. However, don't concentrate on weapons so much that your racing performance suffers.

COURSES

Here's a catalog of all the courses in the game. Difficulty is rated from 1 to 10, with 10 being the most difficult.

Vologda Race Way

Location: Russia
Length: 10.0 km.
Difficulty: 1
AB Gates: 3
Health Gates: 2



Coniston Water

Location: England
Length: 10.0 km.
Difficulty: 2
AB Gates: 4
Health Gates: 2





Jensen Canyon

Location: USA
Length: 9.8 km.
Difficulty: 3
AB Gates: 2
Health Gates: 1



↶ x1 ↷ x2

Mont Rouge Air Way

Location: France
Length: 14.6 km.
Difficulty: 5
AB Gates: 6
Health Gates: 3



↶ x3 ↷ x2 ↸ x1

The Cook Islands

Location: Pacific Ocean
Length: 11.6 km.
Difficulty: 3
AB Gates: 4
Health Gates: 1



↶ x4 ↷ x1

Northern Lights

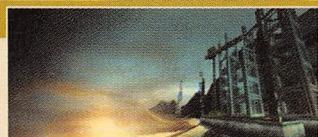
Location: Scotland
Length: 14.1 km.
Difficulty: 5
AB Gates: 5
Health Gates: 3



↶ x2 ↷ x3 ↸ x1

Elliot Creek

Location: Australia
Length: 14.0 km.
Difficulty: 4
AB Gates: 5
Health Gates: 2



↶ x3 ↷ x1 ↸ x1

Husavik Race Way

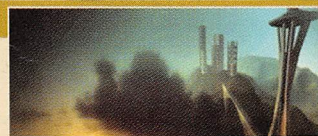
Location: Iceland
Length: 12.9 km.
Difficulty: 6
AB Gates: 4
Health Gates: 3



↶ x3 ↷ x1

High Top Ridge

Location: South Africa
Length: 16.9 km.
Difficulty: 6
AB Gates: 5
Health Gates: 3



↶ x4 ↷ x3

Kohn Lake Race Way

Location: Germany
Length: 13.5 km.
Difficulty: 10
AB Gates: 6
Health Gates: 3



↶ x2 ↷ x3 ↸ x2

CURLY MONSTERS INTERVIEW WITH ANDY SATTERTHWAITE

We got a chance to speak briefly with Andy Satterthwaite, director / manager / producer for Curly Monsters, the developers of NGEN Racing.



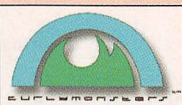
T&T: First, what projects have each of you worked on in the past? Were all of you on the Wipeout team?

Andy: Not quite. Nick Burcombe—our designer—was the designer of *Wipeout* and *Wipeout XL*; Lee Carus—one of our two artists—was the man responsible for the

intro movie to *Wipeout*, the front end and all of the original marketing and PR imagery. I was the producer of *Wipeout XL* and Chris Roberts (one of our two programmers) was the main programmer on *Wipeout XL*.

T&T: Were any of you involved with *Wipeout 3*? What is your opinion of that game compared to *Wipeout XL*?

Andy: We'd all left Psygnosis by the time *Wipeout 3* started—we've only played the demo version—but like everyone else we were a little disappointed they didn't do more with it...[it's] very polished, but you need to do more for version three, really. I hoped they'd really do more with *Wipeout Fusion*, but the movies they showed at the Electronic Entertainment Expo were pretty much back to the spirit of the first one, so I guess we'll just have to wait and see if it's just the same thing again or not.



T&T: Where did the name Curly Monsters come from?

Andy: As usual, from a conversation in a bar. On old maps, they used to draw curly sea monsters in the areas they hadn't explored yet; the name represented our leap into the uncharted territories of game development.

T&T: Whose concept was NGEN Racing? Was there something in particular that was the inspiration for NGEN?

Andy: The concept came from all of us; another drunken conversation, this time in Nick's kitchen. Nick and Lee were really into jet fighters; we knew we wanted to do a racing game with a twist...the idea of racing jet fighters came from that.

T&T: Other than memory limitations, what was the greatest challenge you had to deal with in developing this game?

Andy: Hard to say, but probably trying to get a balance between the Arcade handling and Pro handling. The game was originally designed with only the Pro handling, and that is by far the most satisfying way to play the game. But it does take quite a bit of practice to get used to, so we put in the arcade handling so people could have a quick fix. Unfortunately, it was so much easier that people didn't switch over to the Pro mode, so they were only getting a tiny portion of the feel of the game. Consequently, we put in a key extra feature in Pro mode: If you fly upside-down through gates (which you can only do in Pro mode), you get double the pick-up. You can get some fantastic lap times this way, because you get double the afterburner...and it makes for some very impressive replays, too.

T&T: What plans does Curly Monsters have for PlayStation2? (Perhaps a sequel?)

Andy: We will be developing a game for PS2, we're not confirming what it will be yet...but a sequel is certainly a possibility.

T&T: What are your favorite games?

Andy: We've got quite a wide variance in taste in the company. *Quake* (in all its iterations) is really popular, Chris likes things like *Age of Empires* etc., I'm playing *Tony Hawk's Pro Skater* at the moment and Neil Thompson can't get enough of pool.

T&T: What are some features that you would like to have implemented in NGEN Racing that didn't make it in?

Andy: I think we put in everything we could given the limitations of the PlayStation. However, if we do a sequel we'll think of lots of new stuff to go in (it won't just be better graphics and new tracks).

 x12  x1  x1

 x3  x4

 x1  x1

 x1  x1

There are lots of things to unlock in *NGEN Racing*, so here's a table that shows you how to get everything.

AIRCRAFT MODIFICATIONS

Here are all the modifications that can be fitted to your aircraft. Remember, not all aircraft can be fitted with all parts. The "Abbreviated Name" is the terminology that I'll use in the "Aircraft Catalog" section of this strategy. All modifications are mutually exclusive. For example, if you buy "Engine Lv.1" and then buy "Engine Lv.2," the effect is the same as if you only bought "Engine Lv.2." To save money, I recommend only buying the highest level parts possible for your aircraft.

40



AIRCRAFT CATALOG

Here's a list of all the aircraft in the game, organized by class. The modification parts that are available to all the aircraft in a given class will appear first. If any aircraft has additional possible modifications, they will appear next to that aircraft. Remember, aircraft ratings are only useful in comparison to other aircraft in the same class. This means that there is a big jump in performance between classes that is not reflected in the ratings numbers. Each of the four ratings ranges between 2 and 10. The "Overall" rating ranges between 21 and 40. The "Cost Including All Modifications" number is the price of the aircraft plus that of all of the highest level modifications available.

TRAINER CLASS AIRCRAFT

Available to All Trainer Aircraft:

Modification	Cost
Engine Lv.1	800,000 Cr.
Engine Lv.2	2,000,000 Cr.
Engine Lv.3	4,500,000 Cr.
AB Lv.1	1,000,000 Cr.
Airframe Lv.1	2,500,000 Cr.
Stabilizers Lv.1	800,000 Cr.
Stabilizers Lv.2	2,000,000 Cr.

AMX XS-Sport



Speed	██████████
Acceleration	██████████
Turn Rate	██████████
Strength	██████████
Overall	22

Additional Modifications Available:

Modification	Cost
AB Lv.2	2,500,000 Cr.
Airframe Lv.2	4,500,000 Cr.
Canards Lv.1	1,000,000 Cr.

Cost Including All Modifications:
23,000,000 Cr.

A4 Skyhawk Plus



Speed	██████████
Acceleration	██████████
Turn Rate	██████████
Strength	██████████
Overall	25

Additional Modifications Available:

Modification	Cost
AB Lv.2	2,500,000 Cr.
Canards Lv.1	1,000,000 Cr.

Cost Including All Modifications:
21,500,000 Cr.

BAC Hawk AS-X



Speed	██████████
Acceleration	██████████
Turn Rate	██████████
Strength	██████████
Overall	22

Additional Modifications Available:

Modification	Cost
Airframe Lv.2	4,500,000 Cr.
Canards Lv.1	1,000,000 Cr.
Canards Lv.2	2,500,000 Cr.

Cost Including All Modifications:
24,000,000 Cr.

J-6 Farmer SRM VI



Speed	██████████
Acceleration	██████████
Turn Rate	██████████
Strength	██████████
Overall	27

Additional Modifications Available:

Modification	Cost
Airframe Lv.2	4,500,000 Cr.
Canards Lv.1	1,000,000 Cr.
Canards Lv.2	2,500,000 Cr.

Cost Including All Modifications:
23,500,000 Cr.

Su-25N Frogfoot VTR



Speed	██████████
Acceleration	██████████
Turn Rate	██████████
Strength	██████████
Overall	27

Additional Modifications Available:

Modification	Cost
AB Lv.2	2,500,000 Cr.

Cost Including All Modifications:
21,500,000 Cr.

FIGHTER CLASS AIRCRAFT

Available to All Fighter Aircraft:

Modification	Cost
Engine Lv.1	3,200,000 Cr.
Engine Lv.2	8,000,000 Cr.
Engine Lv.3	18,000,000 Cr.
Airframe Lv.1	10,000,000 Cr.
Airframe Lv.2	18,000,000 Cr.
Stabilizers Lv.1	3,200,000 Cr.

F5 Freedom Fighter MK.VII-B



Speed	██████████
Acceleration	██████████
Turn Rate	██████████
Strength	██████████
Overall	27

Additional Modifications Available:

Modification	Cost
Canards Lv.1	1,000,000 Cr.
Canards Lv.2	2,500,000 Cr.
Canards Lv.3	5,500,000 Cr.

Cost Including All Modifications:
27,500,000 Cr.

F-4E Phantom II Race Edition



Speed	██████████
Acceleration	██████████
Turn Rate	██████████
Strength	██████████
Overall	23

Additional Modifications Available:

Modification	Cost
AB Lv.1	4,000,000 Cr.
Airframe Lv.3	24,000,000 Cr.
Canards Lv.1	4,000,000 Cr.
Canards Lv.2	10,000,000 Cr.

Cost Including All Modifications:
84,200,000 Cr.

Harrier T.MK5A AS-4



Speed	██████████
Acceleration	██████████
Turn Rate	██████████
Strength	██████████
Overall	27

Additional Modifications Available:

Modification	Cost
Airframe Lv.3	24,000,000 Cr.
Canards Lv.1	4,000,000 Cr.
Canards Lv.2	10,000,000 Cr.
Stabilizers Lv.2	8,000,000 Cr.
Stabilizers Lv.3	18,000,000 Cr.

Cost Including All Modifications:
98,000,000 Cr.



F-1 R-Spec 4

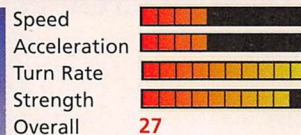


Additional Modifications Available:

Modification	Cost
AB Lv.1	4,000,000 Cr.
AB Lv.2	10,000,000 Cr.
Canards Lv.1	4,000,000 Cr.
Canards Lv.2	10,000,000 Cr.
Stabilizers Lv.2	8,000,000 Cr.
Stabilizers Lv.3	18,000,000 Cr.

Cost Including
All Modifications:
103,000,000 Cr.

A-10 Thunderbolt Strike Edition

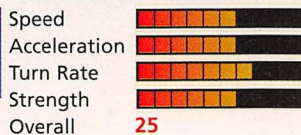


Additional Modifications Available:

Modification	Cost
Airframe Lv.3	24,000,000 Cr.
Canards Lv.1	4,000,000 Cr.
Stabilizers Lv.2	8,000,000 Cr.

Cost Including
All Modifications:
87,000,000 Cr.

Jaguar International Type B

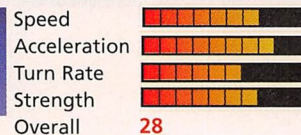


Additional Modifications Available:

Modification	Cost
AB Lv.1	4,000,000 Cr.
AB Lv.2	10,000,000 Cr.
Canards Lv.1	4,000,000 Cr.
Canards Lv.2	10,000,000 Cr.
Stabilizers Lv.2	8,000,000 Cr.
Stabilizers Lv.3	18,000,000 Cr.

Cost Including
All Modifications:
108,000,000 Cr.

Mirage 2000C Extra

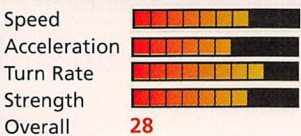


Additional Modifications Available:

Modification	Cost
AB Lv.1	4,000,000 Cr.
AB Lv.2	10,000,000 Cr.
Canards Lv.1	4,000,000 Cr.
Canards Lv.2	10,000,000 Cr.
Stabilizers Lv.2	8,000,000 Cr.

Cost Including
All Modifications:
98,000,000 Cr.

J-35A Draken T-50

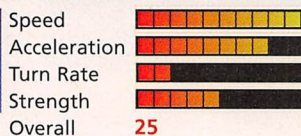


Additional Modifications Available:

Modification	Cost
AB Lv.1	4,000,000 Cr.

Cost Including
All Modifications:
80,200,000 Cr.

F1-11 Aardvark

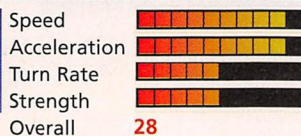
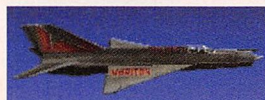


Additional Modifications Available:

Modification	Cost
AB Lv.1	4,000,000 Cr.
AB Lv.2	10,000,000 Cr.
Canards Lv.1	4,000,000 Cr.
Canards Lv.2	10,000,000 Cr.
Stabilizers Lv.2	8,000,000 Cr.

Cost Including
All Modifications:
102,000,000 Cr.

MiG-21 Fishbed

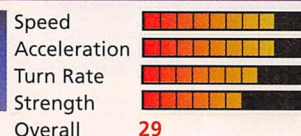


Additional Modifications Available:

Modification	Cost
AB Lv.1	4,000,000 Cr.
AB Lv.2	10,000,000 Cr.
Canards Lv.1	4,000,000 Cr.
Canards Lv.2	10,000,000 Cr.
Stabilizers Lv.2	8,000,000 Cr.

Cost Including
All Modifications:
105,000,000 Cr.

JA-37 Viggen S-Type



Additional Modifications Available:

Modification	Cost
AB Lv.1	4,000,000 Cr.
AB Lv.2	10,000,000 Cr.
Canards Lv.1	Already Fitted
Canards Lv.2	10,000,000 Cr.
Stabilizers Lv.2	8,000,000 Cr.
Stabilizers Lv.3	18,000,000 Cr.

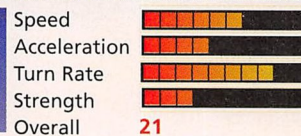
Cost Including
All Modifications:
115,000,000 Cr.

S-FIGHTER CLASS AIRCRAFT

Available to All S-Fighter Aircraft:

Modification	Cost	Modification	Cost
Engine Lv.1	8,000,000 Cr.	Airframe Lv.1	25,000,000 Cr.
Engine Lv.2	20,000,000 Cr.	Airframe Lv.2	45,000,000 Cr.
Engine Lv.3	45,000,000 Cr.	Airframe Lv.3	60,000,000 Cr.
Engine Lv.4	80,000,000 Cr.	Stealth	80,000,000 Cr.
Engine Lv.5	150,000,000 Cr.	Canards Lv.1	10,000,000 Cr.
ATV	150,000,000 Cr.	Canards Lv.2	25,000,000 Cr.
AB Lv.1	10,000,000 Cr.	Canards Lv.3	55,000,000 Cr.
AB Lv.2	25,000,000 Cr.	Stabilizers Lv.1	8,000,000 Cr.
AB Lv.3	55,000,000 Cr.	Stabilizers Lv.2	20,000,000 Cr.
AB x2	200,000,000 Cr.	Stabilizers Lv.3	45,000,000 Cr.

JAS-39 Gripen Super-Stream



Additional Modifications Available:

Modification	Cost
Canards Lv.1	Already Fitted
Canards Lv.2	20,000,000 Cr.
Canards Lv.3	50,000,000 Cr.

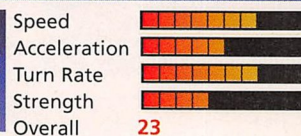
Cost Including
All Modifications:
878,000,000 Cr.

ADV Tornado 'Spiked' Edition



Cost Including All Modifications: **889,000,000 Cr.**

Rafale l'edition Sportif



Additional Modifications Available:

Modification	Cost
Canards Lv.1	Already Fitted
Canards Lv.2	20,000,000 Cr.
Canards Lv.3	50,000,000 Cr.

Cost Including
All Modifications:
884,000,000 Cr.



EF2000 Typhoon V

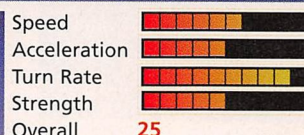


Additional Modifications Available:

Modification	Cost
Canards Lv.1	Already Fitted
Canards Lv.2	20,000,000 Cr.
Canards Lv.3	50,000,000 Cr.

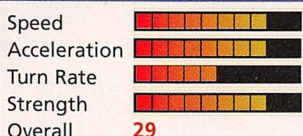
Cost Including
All Modifications:
890,000,000 Cr.

F-18 Hornet SE



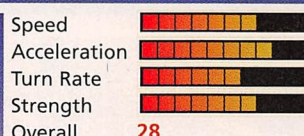
Cost Including All Modifications: **897,000,000 Cr.**

F-14 Tomcat RB6



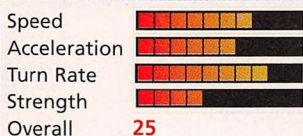
Cost Including All Modifications: **901,000,000 Cr.**

F-15 Eagle Soarer Edition



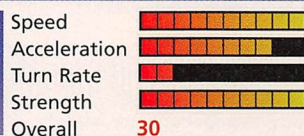
Cost Including All Modifications: **901,000,000 Cr.**

Mig-29 Fulcrum AML-IV



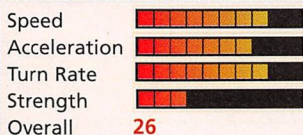
Cost Including All Modifications: **903,000,000 Cr.**

Mig-25 Foxbat-D



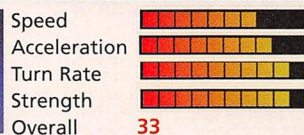
Cost Including All Modifications: **907,000,000 Cr.**

SU-27 Flanker Cobra Edition



Cost Including All Modifications: **913,000,000 Cr.**

F-16 Sports Falcon



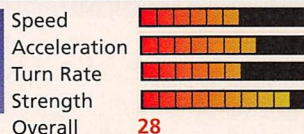
Cost Including All Modifications: **919,000,000 Cr.**

H-FIGHTER CLASS AIRCRAFT

Available to All X-Fighter Aircraft:

Modification	Cost
Engine Lv.1	16,000,000 Cr.
Engine Lv.2	40,000,000 Cr.
Engine Lv.3	90,000,000 Cr.
Engine Lv.4	160,000,000 Cr.
Engine Lv.5	300,000,000 Cr.
AB Lv.1	20,000,000 Cr.
AB Lv.2	50,000,000 Cr.
AB Lv.3	110,000,000 Cr.
Airframe Lv.1	50,000,000 Cr.
Airframe Lv.2	90,000,000 Cr.
Airframe Lv.3	120,000,000 Cr.

Su-37 Defence Flanker

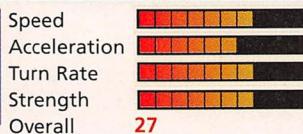


Additional Modifications Available:

Modification	Cost
ATV	300,000,000 Cr.
AB x2	400,000,000 Cr.
Stealth	160,000,000 Cr.
Canards Lv.1	Already Fitted
Canards Lv.2	40,000,000 Cr.
Canards Lv.3	100,000,000 Cr.
Stabilizers Lv.1	16,000,000 Cr.
Stabilizers Lv.2	40,000,000 Cr.
Stabilizers Lv.3	90,000,000 Cr.

Cost Including
All Modifications:
1,775,000,000 Cr.

F-15 R-XL Sport Active

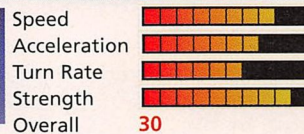


Additional Modifications Available:

Modification	Cost
ATV	300,000,000 Cr.
Stealth	160,000,000 Cr.
Canards Lv.1	Already Fitted
Canards Lv.2	40,000,000 Cr.
Canards Lv.3	100,000,000 Cr.
Stabilizers Lv.1	16,000,000 Cr.
Stabilizers Lv.2	40,000,000 Cr.
Stabilizers Lv.3	90,000,000 Cr.

Cost Including
All Modifications:
1,380,000,000 Cr.

S-37 Berkut Xtra



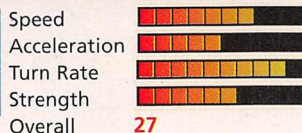
Additional Modifications Available:

Modification	Cost
ATV	300,000,000 Cr.
Stealth	160,000,000 Cr.
Canards Lv.1	Already Fitted
Canards Lv.2	40,000,000 Cr.
Canards Lv.3	100,000,000 Cr.
Stabilizers Lv.1	16,000,000 Cr.
Stabilizers Lv.2	40,000,000 Cr.
Stabilizers Lv.3	90,000,000 Cr.

Cost Including
All Modifications:
1,385,000,000 Cr.



X-31 EFM

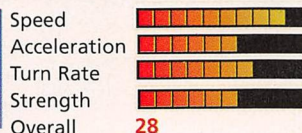


Additional Modifications Available:

Modification	Cost
ATV	Already Fitted
Stealth	160,000,000 Cr.
Stabilizers Lv.1	16,000,000 Cr.
Stabilizers Lv.2	40,000,000 Cr.
Stabilizers Lv.3	90,000,000 Cr.

Cost Including
All Modifications:
985,000,000 Cr.

F-16 R-XL Edition

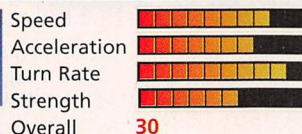


Additional Modifications Available:

Modification	Cost
Stealth	160,000,000 Cr.

Cost Including
All Modifications:
900,000,000 Cr.

ADF-22 Rapier NAR-11

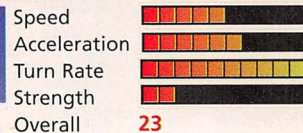


Additional Modifications Available:

Modification	Cost
ATV	Already Fitted
AB x2	400,000,000 Cr.
Stealth	Already Fitted
Stabilizers Lv.1	16,000,000 Cr.
Stabilizers Lv.2	40,000,000 Cr.
Stabilizers Lv.3	90,000,000 Cr.

Cost Including
All Modifications:
1,240,000,000 Cr.

X-29A Xtreme Edition

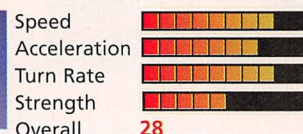


Additional Modifications Available:

Modification	Cost
ATV	Already Fitted
Stealth	160,000,000 Cr.
Canards Lv.1	Already Fitted
Canards Lv.2	40,000,000 Cr.
Canards Lv.3	100,000,000 Cr.
Stabilizers Lv.1	16,000,000 Cr.
Stabilizers Lv.2	40,000,000 Cr.
Stabilizers Lv.3	90,000,000 Cr.

Cost Including
All Modifications:
1,087,000,000 Cr.

JSF Joint Strike Fighter Model-B

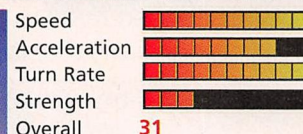


Additional Modifications Available:

Modification	Cost
ATV	300,000,000 Cr.
AB x2	400,000,000 Cr.
Stealth	160,000,000 Cr.

Cost Including
All Modifications:
1,605,000,000 Cr.

X-36 Mantaray 500



Additional Modifications Available:

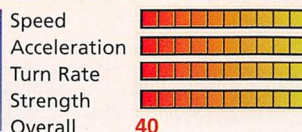
Modification	Cost
ATV	Already Fitted
Stealth	Already Fitted

Cost Including
All Modifications:
770,000,000 Cr.

SECRET AIRCRAFT

The following aircraft can't be purchased, modified or sold. You can only obtain them by completing championships.

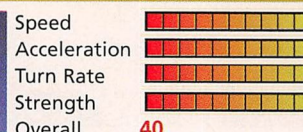
MiG-AT (Trainer Class)



Fitted Modifications:

Engine Lv.4, AB Lv.3, Airframe Lv.3, Canards Lv.3, Stabilizers Lv.3

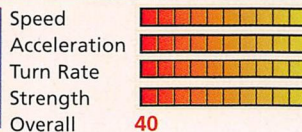
F-117A Darkhawk Stealth (Fighter Class)



Fitted Modifications:

Engine Lv.4, AB Lv.3, Airframe Lv.3, Stealth, Canards Lv.3, Stabilizers Lv.3

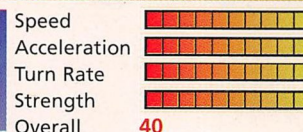
F1-X (S-Fighter Class)



Fitted Modifications:

Engine Lv.5, ATV, AB Lv.3, Airframe Lv.3, Canards Lv.3, Stabilizers Lv.3

SR-71 (X-Fighter Class)



Fitted Modifications:

Engine Lv.5, ATV, AB Lv.3, Airframe Lv.3, Canards Lv.3, Stabilizers Lv.3



RACE CHECKLISTS

Use the following checklists to keep track of which races you've earned 1st place on.

CHAMPIONSHIP CHECKLIST

Trainer Class Championships

(3 Races, 3 Laps each)

1st Prize: 12,000,000 Cr.

☐ Frederick Beyer Shield

☐ Athol-Brose Bowl

Fighter Class Championships

(4 Races, 5 Laps each)

1st Prize: 25,000,000 Cr.

☐ Layfield & Brent Trophy

☐ Caloris Cross

S-Fighter Class Championships

(4 Races, 7 Laps each)

1st Prize: 75,000,000 Cr.

☐ Apex Eagle

☐ Macron Trophy

☐ Slipstream Trophy

X-Fighter Class Championships

(5 Races, 9 Laps each)

1st Prize: 250,000,000 Cr.

☐ Comex Globe

☐ Contor Trophy

☐ SunStorm Medal



CLUB RACE

You can complete a Club Race with any class aircraft you want and it will still count. However, you'll get greater rewards for using a faster class:

Class	1st Prize
Trainer	4,000,000 Cr.
Fighter	10,000,000 Cr.
S-Fighter	20,000,000 Cr.
X-Fighter	50,000,000 Cr.

Club Race Checklist

<input type="checkbox"/> Vologda Race Way	<input type="checkbox"/> Vologda Race Way (Night)
<input type="checkbox"/> Coniston Water	<input type="checkbox"/> Coniston Water (Night)
<input type="checkbox"/> Jensen Canyon	<input type="checkbox"/> Jensen Canyon (Night)
<input type="checkbox"/> Mont Rouge Air Way	<input type="checkbox"/> Mont Rouge Air Way (Night)
<input type="checkbox"/> The Cook Islands	<input type="checkbox"/> The Cook Islands (Night)
<input type="checkbox"/> Northern Lights	<input type="checkbox"/> Northern Lights (Night)
<input type="checkbox"/> Elliot Creek	<input type="checkbox"/> Elliot Creek (Night)
<input type="checkbox"/> Husavik Race Way	<input type="checkbox"/> Husavik Race Way (Night)
<input type="checkbox"/> High Top Ridge	<input type="checkbox"/> High Top Ridge (Night)
<input type="checkbox"/> Kohn Lake Race Way	<input type="checkbox"/> Kohn Lake Race Way (Night)
<input type="checkbox"/> Red Dragon Valley	<input type="checkbox"/> Red Dragon Valley (Night)
<input type="checkbox"/> Al Abraq Valley	<input type="checkbox"/> Al Abraq Valley (Night)
<input type="checkbox"/> Mendoza Race Way	<input type="checkbox"/> Mendoza Race Way (Night)
<input type="checkbox"/> Wajima Park	<input type="checkbox"/> Wajima Park (Night)

X-Fighter Class Endurance Championships

(14 Races, 9 Laps each)

1st Prize: 1,000,000,000 Cr.

☐ Ammachi BlackStar

☐ Massell DiamondStar

MAJIC 12

You can earn some quick cash with the Majic-12 races. These are basically just like the license tests from *Gran Turismo*. You have to complete one lap of a course with an assigned aircraft, and you'll earn a certain amount of money based on by how many seconds you beat the target time by. The higher class races aren't necessarily more difficult though. Some of the toughest Majic-12s are those in the Trainer and Fighter classes.

Majic-12 Checklist

The number in parentheses denotes the target time in seconds.

Trainer Class

- ☐ Vologda Race Way (37)
- ☐ Coniston Water (36)
- ☐ Jensen Canyon (37)
- ☐ Mont Rouge Air Way (51)
- ☐ The Cook Islands (43)
- ☐ Northern Lights (54)
- ☐ Elliot Creek (49)
- ☐ Husavik Race Way (49)
- ☐ High Top Ridge (63)
- ☐ Kohn Lake Race Way (49)
- ☐ Red Dragon Valley (60)
- ☐ Al Abraq Valley (54)
- ☐ Mendoza Race Way (45)
- ☐ Wajima Park (59)

Fighter Class

- ☐ Vologda Race Way (25)
- ☐ Coniston Water (25)
- ☐ Jensen Canyon (25)
- ☐ Mont Rouge Air Way (38)
- ☐ The Cook Islands (26)
- ☐ Northern Lights (39)
- ☐ Elliot Creek (36)
- ☐ Husavik Race Way (37)
- ☐ High Top Ridge (43)
- ☐ Kohn Lake Race Way (38)
- ☐ Red Dragon Valley (39)
- ☐ Al Abraq Valley (37)
- ☐ Mendoza Race Way (31)
- ☐ Wajima Park (39)

S-Fighter Class

- ☐ Vologda Race Way (21)
- ☐ Coniston Water (21)
- ☐ Jensen Canyon (23)
- ☐ Mont Rouge Air Way (33)
- ☐ The Cook Islands (24)
- ☐ Northern Lights (35)
- ☐ Elliot Creek (32)
- ☐ Husavik Race Way (29)
- ☐ High Top Ridge (39)
- ☐ Kohn Lake Race Way (33)
- ☐ Red Dragon Valley (36)
- ☐ Al Abraq Valley (34)
- ☐ Mendoza Race Way (28)
- ☐ Wajima Park (41)

X-Fighter Class

- ☐ Vologda Race Way (18)
- ☐ Coniston Water (18)
- ☐ Jensen Canyon (19)
- ☐ Mont Rouge Air Way (29)
- ☐ The Cook Islands (21)
- ☐ Northern Lights (28)
- ☐ Elliot Creek (26)
- ☐ Husavik Race Way (27)
- ☐ High Top Ridge (36)
- ☐ Kohn Lake Race Way (31)
- ☐ Red Dragon Valley (31)
- ☐ Al Abraq Valley (32)
- ☐ Mendoza Race Way (26)
- ☐ Wajima Park (31)

Class	Cash Bonus
Trainer	Time difference (sec.) x 5,000,000 Cr.
Fighter	Time difference (sec.) x 10,000,000 Cr.
S-Fighter	Time difference (sec.) x 25,000,000 Cr.
X-Fighter	Time difference (sec.) x 50,000,000 Cr.



by Ara Shirinian


METAL SLUG 3

SNK's beautifully detailed *Metal Slug 3* features lots of new vehicles and a new twist: multiple paths in each mission. You'll find maps of the entire game in the pages that follow! Even if you've already finished the game, you probably haven't seen everything, so read on!

Weapon Items

H Heavy Machine Gun
Initial Stock: 200

This is a semi-automatic weapon that fires rapidly and even has a little spread effect.




R Rocket Launcher
Initial Stock: 30

The Rocket Launcher fires off large semi-homing rockets. They aren't very useful considering the slow firing rate and the small stock of ammunition it comes with.




S Shotgun
Initial Stock: 30

The Shotgun is the most powerful weapon in the game, but it has an extremely short range and the slowest firing rate of all.




G Super Grenade
Initial Stock: 20

You can't fire this weapon rapidly, but it's very powerful. More than one enemy can be damaged by its upward napalming property upon impact.




L Laser Shot
Initial Stock: 200

The Laser is pretty powerful, plus it pierces through some enemies.




I Iron Lizard
Initial Stock: 30

This is a strange weapon. Its projectiles will crawl along the ground and travel over any obstacle. Practically useless if you want to shoot at things above you.




G Enemy Chaser
Initial Stock: 40

This weapon looks like an ordinary missile, but it has homing capability. It's slightly less powerful than the rocket launcher and you can fire it off rapidly.




F Flame Shot
Initial Stock: 30

This one is really effective against any non-machine type enemies. It's a wide shot but it has a slow firing rate as well.



D Drop Shot
Initial Stock: 20

Another weird weapon. These take the form of little metallic droplets that bounce around. It's difficult to aim them since they move so unpredictably. The advantage is that the droplets don't explode and they'll inflict continuous damage as they come in contact with enemies.



Big Weapons

Some of the weapons have "big" versions that may appear. These are distinguished by a bulging letter on the item's icon. They're similar to the standard version of each weapon, but they're more powerful. For example, the Big Laser weapon fires an extra-wide beam.




Miscellaneous Items




Thunder Cloud

This is a semi-automatic weapon that fires rapidly and even has a little spread effect.




Orbital Satellite

This item only appears in the Final Mission. It rapidly fires shots aimed toward the enemy.




Bullet Item

This increases your ammo if you're carrying a weapon.



Bomb Item

This increases the stock of your bombs by 10.



Anti-Zombie, Anti-Mummy, Diet

These items will return you to a normal state if you've turned into a zombie or mummy or if you've become fat. If you collect them when you're already normal, you'll get 1,000 points.


Vehicle Items

These items only do something if you collect them while in a vehicle.



Battery, Gas

These items increase the health of your vehicle.



Armor Piercing Bullets

This is a more powerful weapon for your vehicle.



Fire Chili

If you are riding the Elephant Slug, this item will make it breathe fire.

Points Items



0-50,000 Points

Other than the weapons, there's a wide array of goofy items you can pick up for extra points. These range from teddy bears to food to cats; they all give varying point values. Sometimes the same item will be worth a different amount of points depending on where you find it. Also, some food type items will spoil instead of disappearing if they're on the screen for too long. Spoiled food is usually worth only about 10 points, while regular food is usually about 100-500 points. The only unique point item is the Coin. If you collect it by itself, it's only worth 10 points, but if you pick up a group of Coins at the same time, its point value doubles with each one you pick up.

Get Fat!

If you collect too many food-type items consecutively, you'll become fat! Although it will be easier for the enemy to hit you, most weapons are powered-up while your character is in the fat state. For example, the Heavy Machine Gun's bullets will become round and its spreading effect will be exaggerated.



Basic Gameplay Strategy

Even though you have four different characters to choose from, it doesn't make any difference at all which one you select. All of them move and attack in the same way. The key to a high score in *Metal Slug 3* is to play conservatively and to make progress carefully. There is a time limit, but it expires so slowly that you can practically ignore it. Don't rush forward; stay back and allow space for you to dodge. On the other hand, you'll get more points if you attack close-up instead of from far away...but it's not worth losing a life over! You'll obtain the greatest amounts of points if you can complete a mission without dying. This is because you'll obtain huge point bonuses if you finish a stage having recaptured prisoners that you've found. If you die even once, you'll lose all the prisoners you've recaptured up to that point. Another good way to get points is to uncover secret places in the background that you can shoot at. You can find these secret spots by shooting into the air. If your bullets stop before leaving the screen, continue to shoot in that direction and you'll see a secret item or prisoner appear! These secret locations are usually located near the top of the screen, in places where the player normally wouldn't shoot at by accident. On the maps, some of these points are marked by a star.



Maps



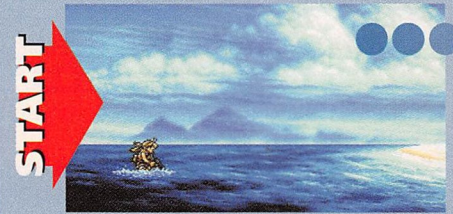
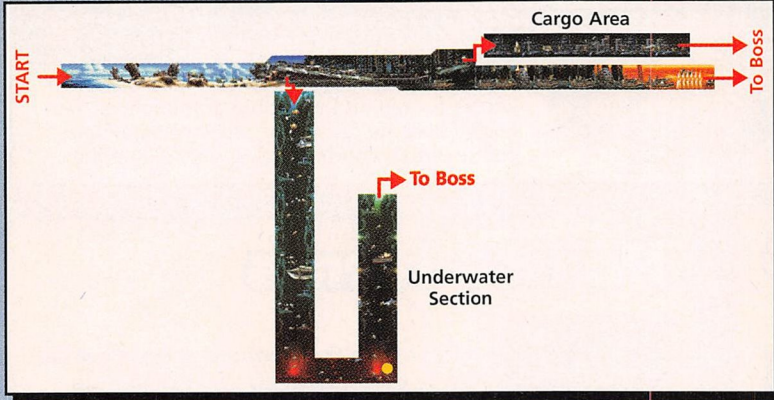
Secret Target



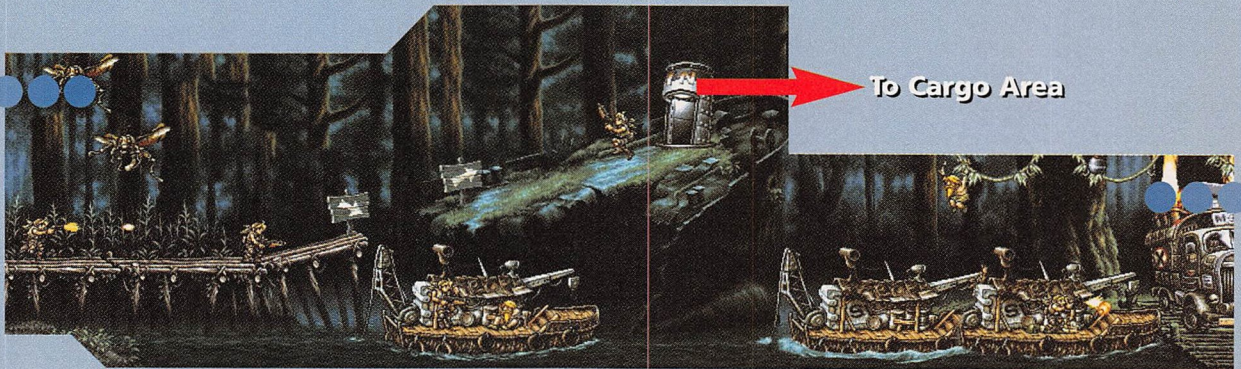
Point of Interest

Mission 1

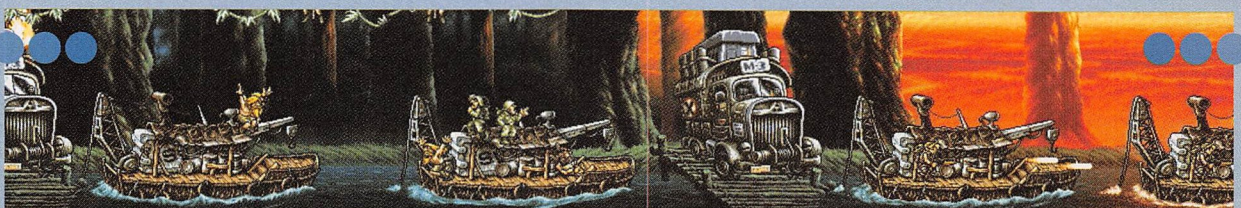
Overview



To Underwater Section



To Cargo Area





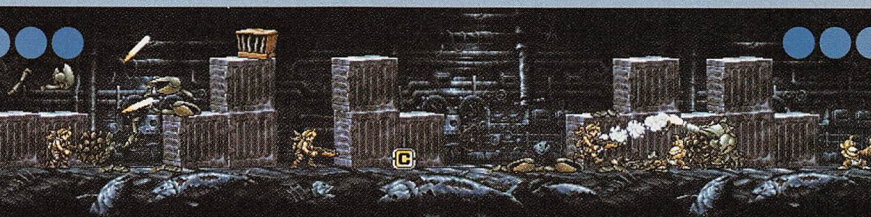
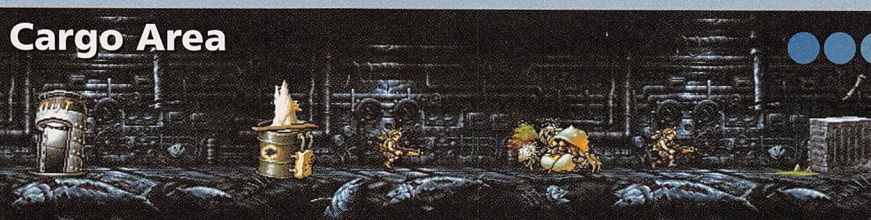
Metal Slug 3



To Boss



Underwater Section



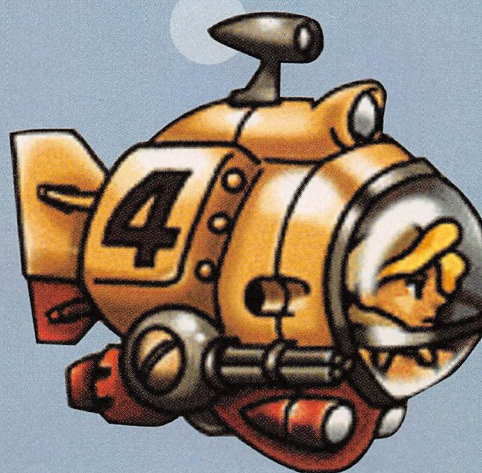
To Boss



To Boss

Mission 1— Point of Interest

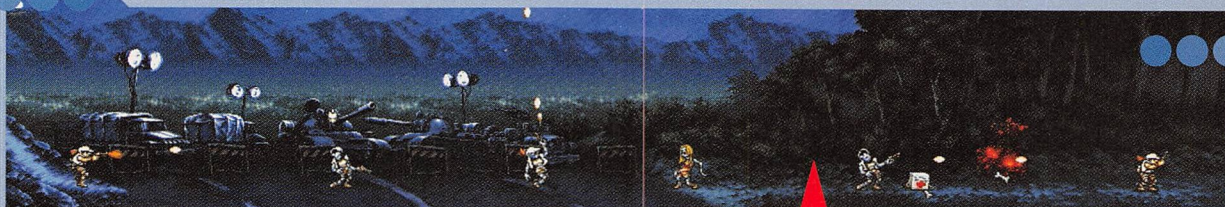
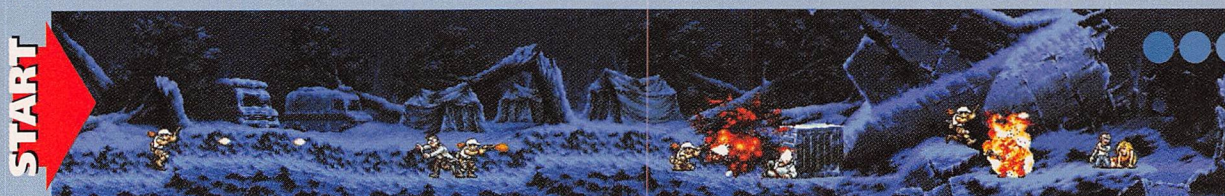
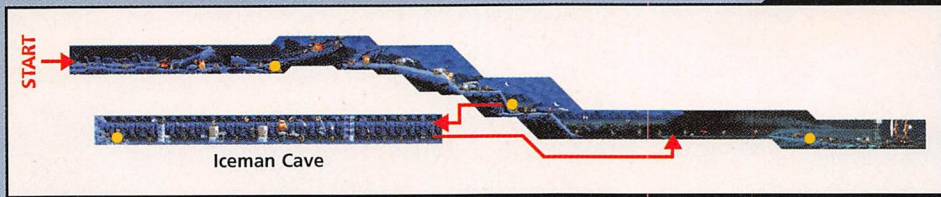
- 1 You can destroy this wrecked ship for some extra points.





Mission 2

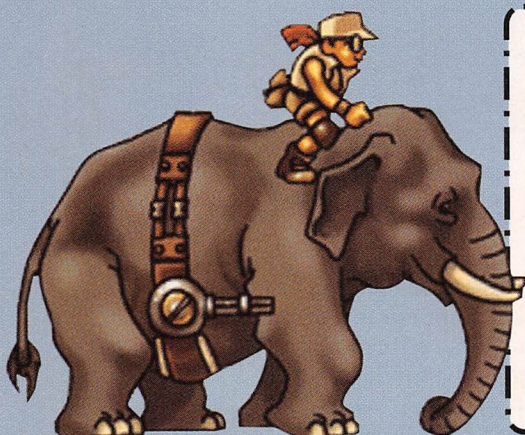
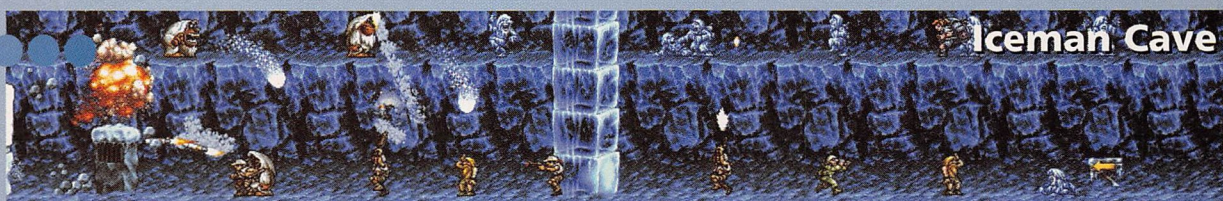
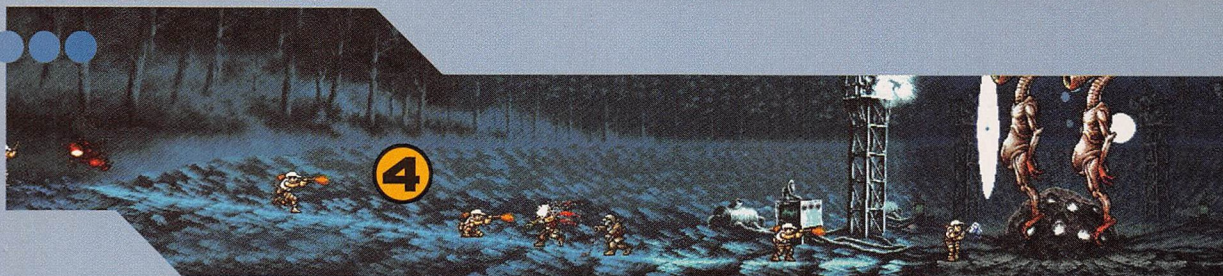
Overview



From Iceman Cave

August 2000

TIPS & TRICKS

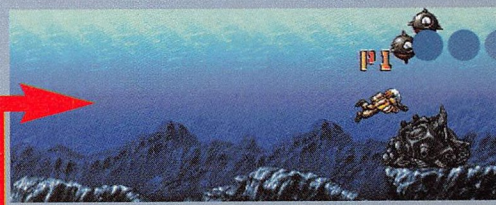
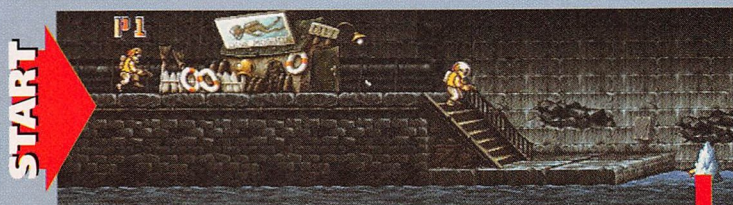
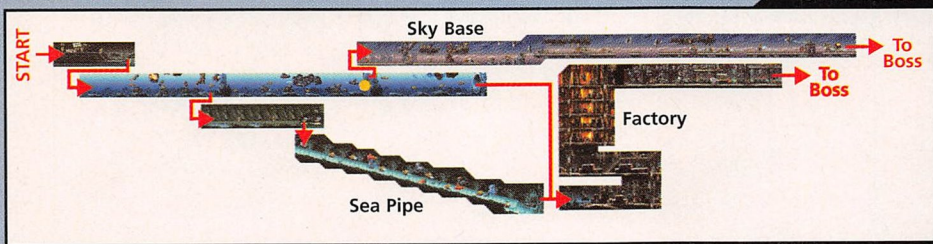


Mission 2—Points of Interest

- 1 To get to the two prisoners and the president here, hold the joystick **Down** and **Right** to crawl and take the lower path.
- 2 To reveal the hidden route, shoot the blocked cave with the words "Iceman" above it. If you wait for about three seconds before going into the cave, two prisoners will appear.
- 3 Shoot the ice at the end of the cave to release the Elephant Slug.
- 4 The zombie soldiers here are a pain to destroy. It's easier if you just jump over them!

Mission 3

Overview





To Underwater Cavern

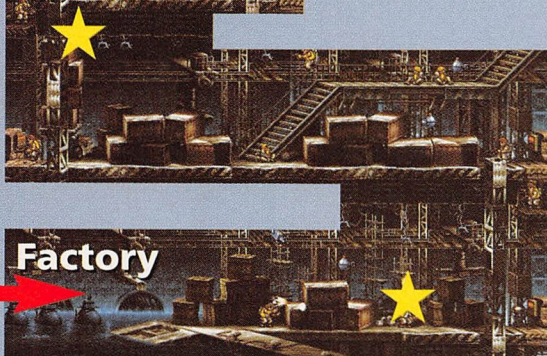
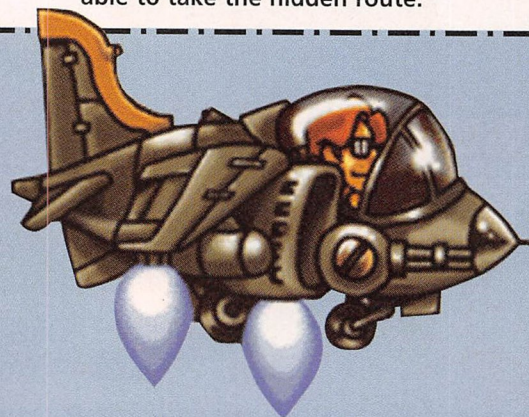
To Sky Base



To Boss

Mission 3—Point of Interest

- 1 To reach the hidden route here, you must wait a few seconds and an opening will drop down from the top of the screen. If you destroy the structure, you won't be able to take the hidden route.



Factory



Underwater Cavern

To Sea Pipe



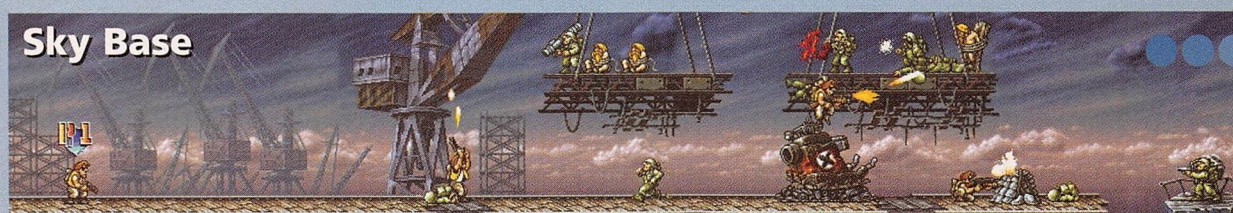
Metal Slug 3

Sea Pipe



To Factory

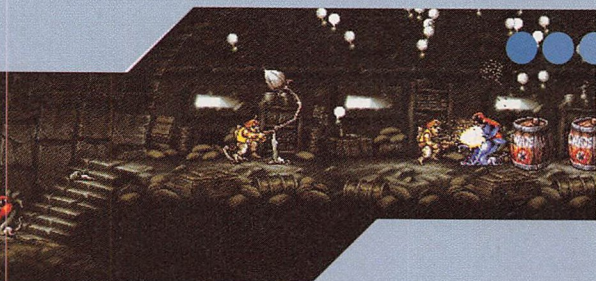
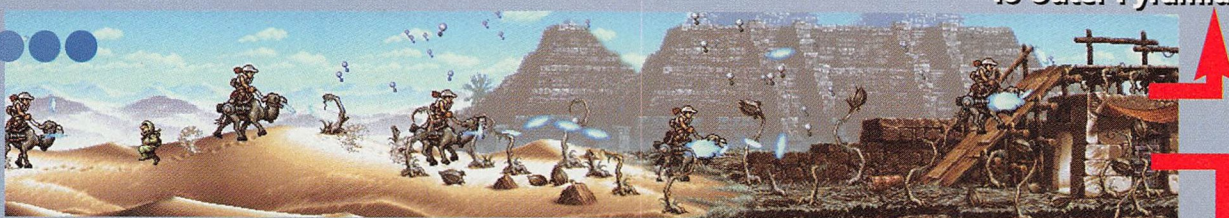
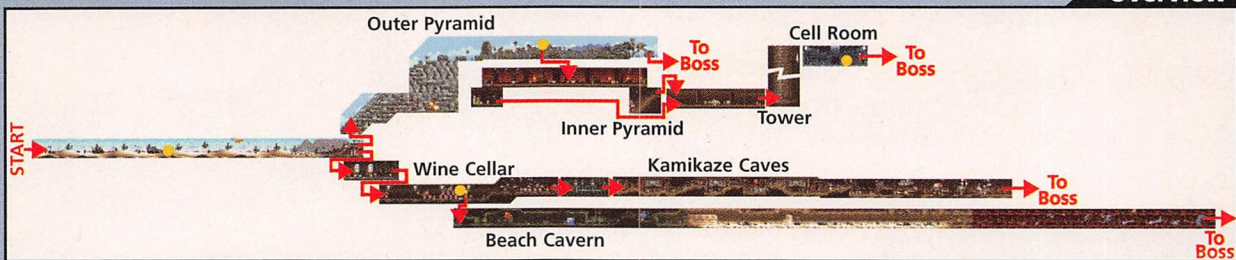
Sky Base



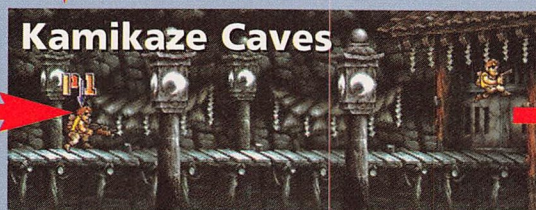
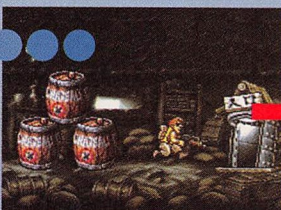
To Boss

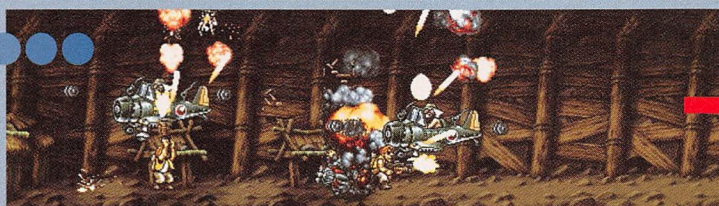
Mission 4

Overview



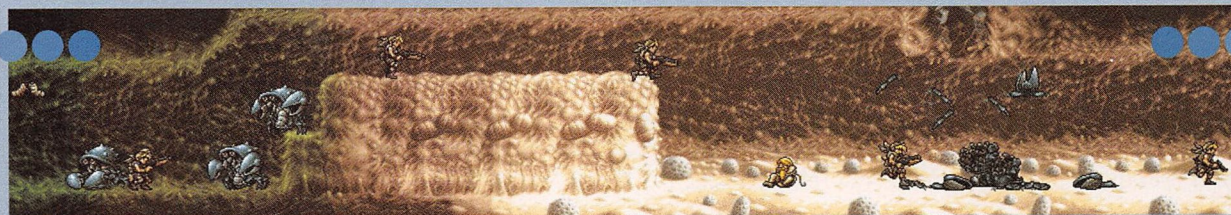
To Beach Cavern





To BOSS

Beach Cavern





Mission 4—Points of Interest

- ① Destroy this bunker to reveal a special prisoner. After you rescue him, he'll fight alongside you!
- ② These cranks open the warp gates that lead to the alternate routes. To operate them, stand just to the left of the crank and face toward the right.
- ③ If you're in the correct position, your character will manipulate the crank when you press the fire button instead of shooting.
- ④ Here you must collect Cells and drop them in the machine before you can continue. If you have a Cell, your character will automatically throw it in the machine when you walk up to it.

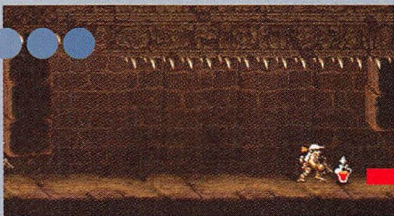
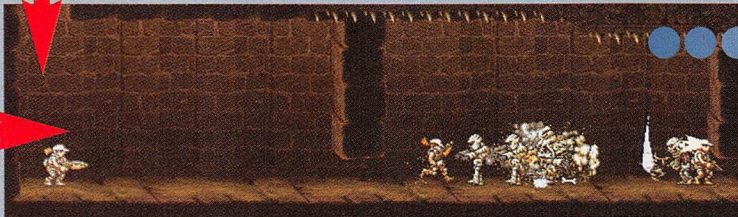
Outer Pyramid



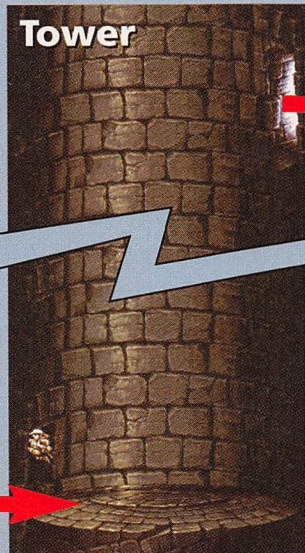


To Boss

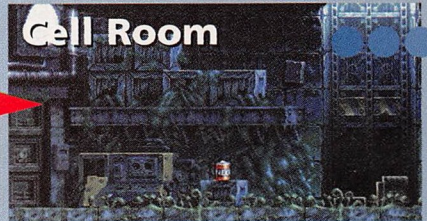
Inner Pyramid



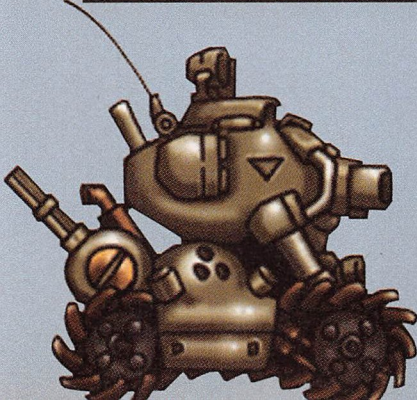
Tower



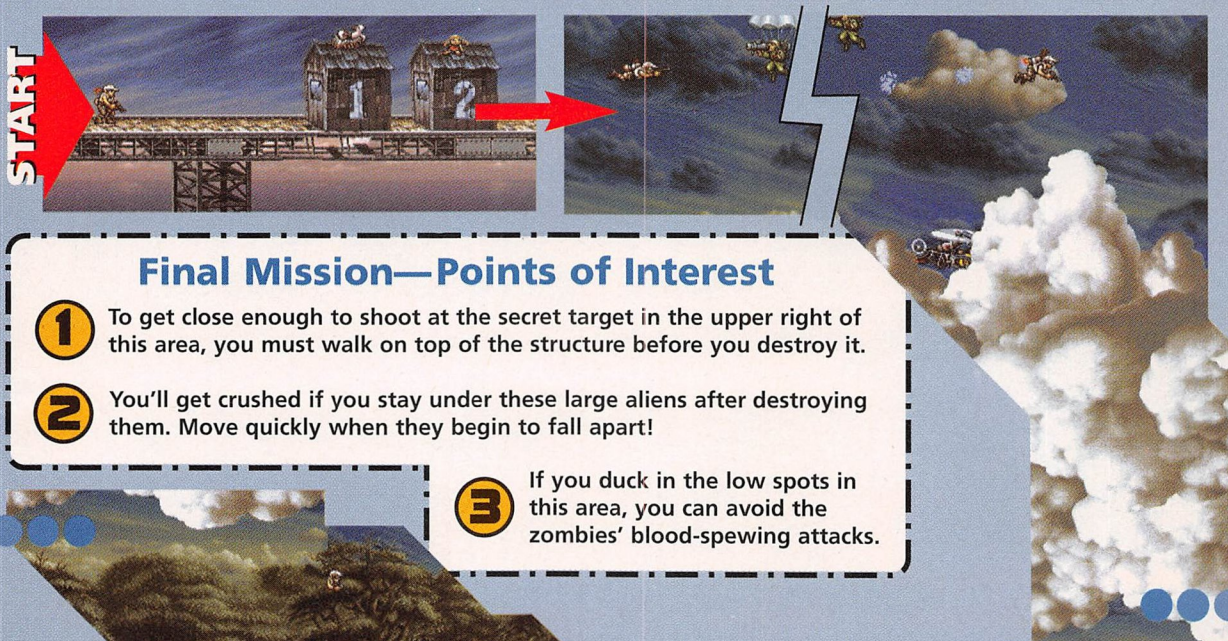
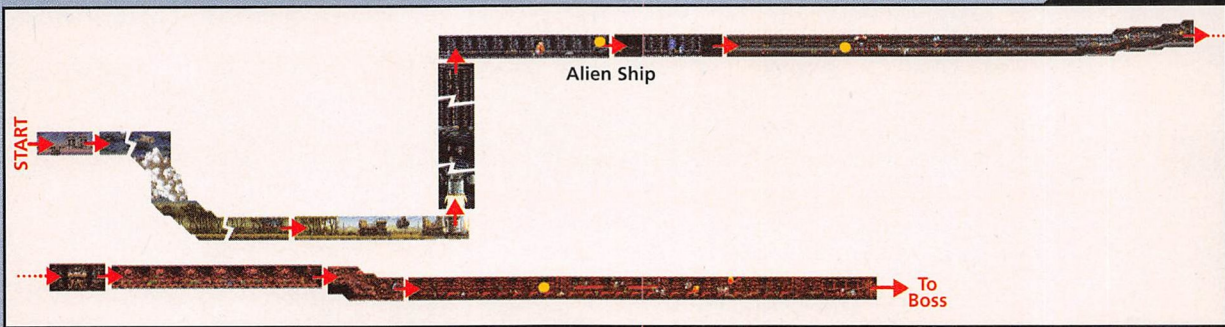
Cell Room



To Boss



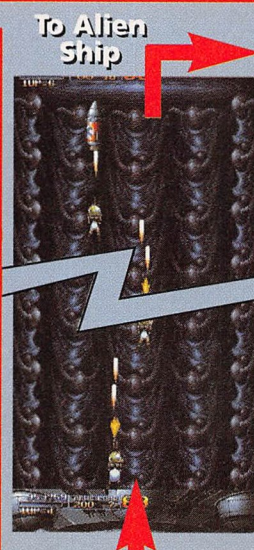
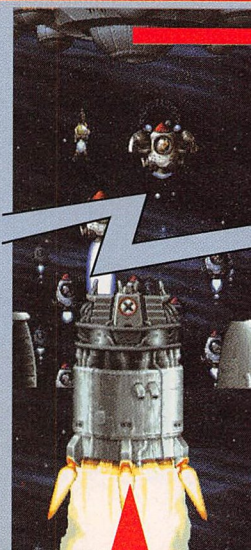
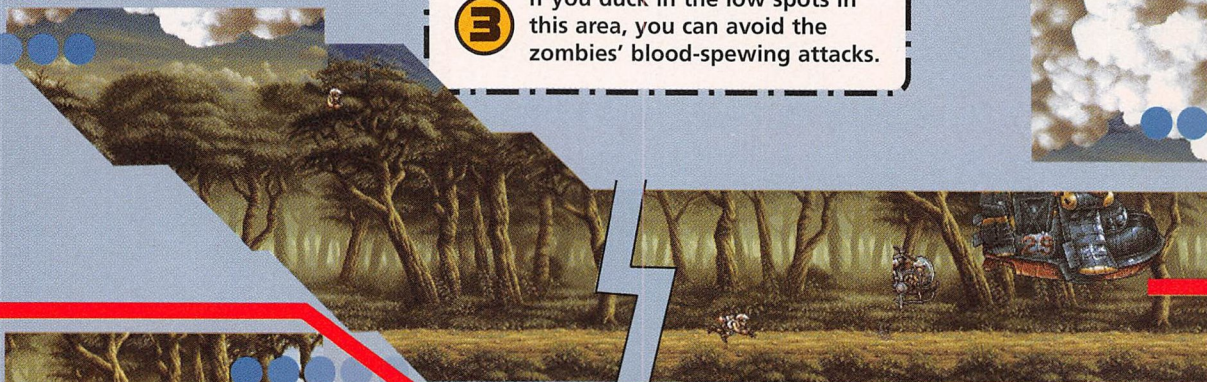
Overview

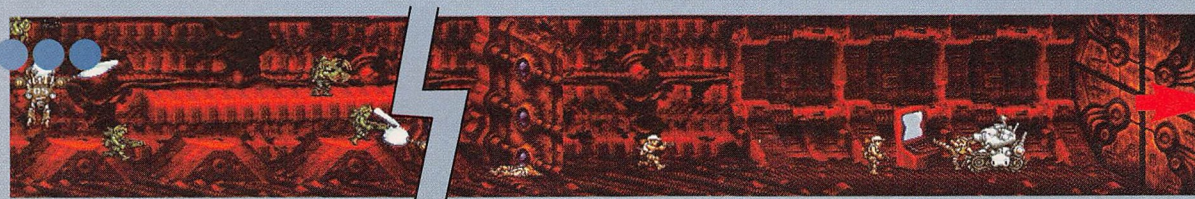
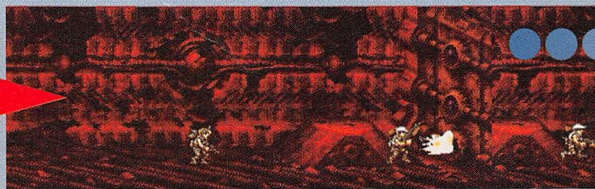
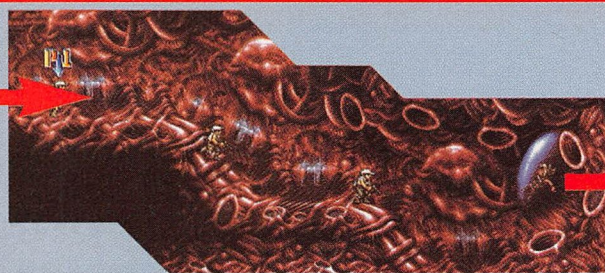
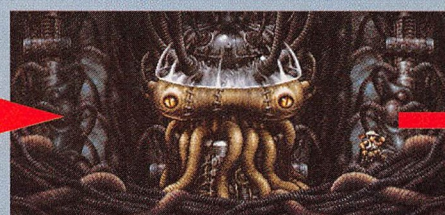
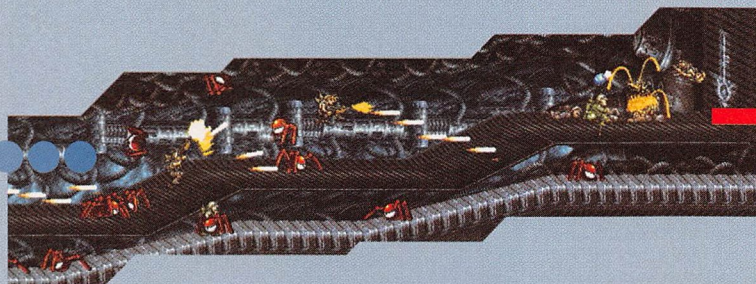
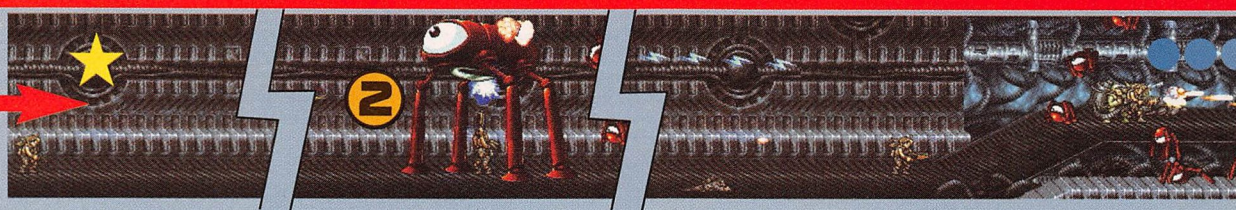


1 To get close enough to shoot at the secret target in the upper right of this area, you must walk on top of the structure before you destroy it.

- 2** You'll get crushed if you stay under these large aliens after destroying them. Move quickly when they begin to fall apart!

- 3** If you duck in the low spots in this area, you can avoid the zombies' blood-spewing attacks.





to Boss

Neo-Geo strategy

Neo-Geo strategy

SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Watch for it!

Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



FINAL FANTASY IX

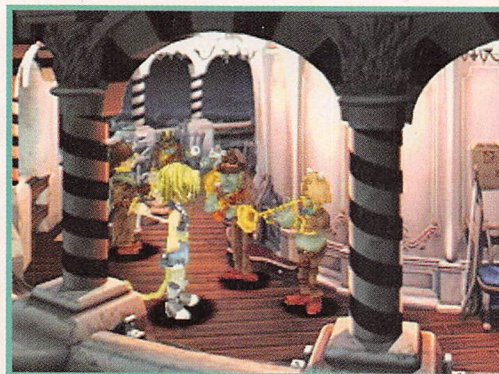
Square/EA • November • 1 Player



There was wide speculation that *Final Fantasy VIII* would be the last *Final Fantasy* game on the PlayStation and that the next installment would appear on the PlayStation2. Apparently, Square believes that the regular PlayStation is still a very viable platform for *Final Fantasy IX*. *Final Fantasy IX* brings back a lot of the pre-*Final Fantasy VII* elements that made the series so popular in Japan. It also brings back the classic art and design of Yoshitaka Amano, who has been curiously absent since the *Final Fantasy* series moved to the PlayStation.



The tall, adult-looking characters of *FFVIII* are gone, replaced by the short, stubby characters of the earlier games. Our lead character this time is Zidane, a young thief who is hired by Cid to kidnap Princess Garnet from the Queen of Alexandria. The Queen has been campaigning a war around the surrounding territories for an unknown reason. Some of her own people start questioning her decisions and join Zidane's party, including Princess Garnet. Up to eight party members can join in, including Salamander the warrior, Vivi the black mage, Eiko the Mog caretaker and other unforgettable characters. *Final Fantasy IX* will have more of a medieval, *Dungeons & Dragons* look than the cyber worlds seen in *FFVII* and *FFVIII*. In fact, the fantasy-style theme lends itself to more non-human characters in the game to interact with. Your traveling party can also be split up so you can have them investigate different areas. Items like swords and armor will have different effects, depending on who equips them. For example, a particular sword may increase one character's attack capabilities, while the same sword will increase magic capabilities when equipped by a different character. Several mini-games are returning and there will be a new card battle game. Another interesting new feature is the MogNet message sending system. Mogs can be found scattered throughout the game's world and can be used to send messages from one Mog to another on the other side of the world. As with any *Final Fantasy* title, Square has been tight-lipped about the details of the game, but you can be sure we'll have more info as its Fall release gets closer, so stay tuned!



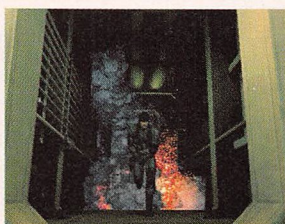
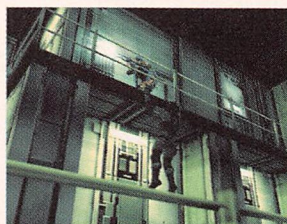
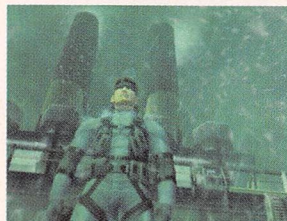


Select Games

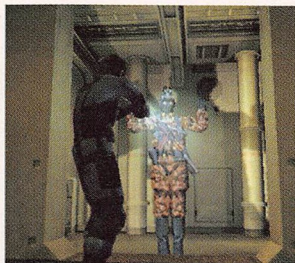


METAL GEAR SOLID 2: SONS OF LIBERTY

Konami • Possible in 2001 • 1 Player



Produced and directed by the man behind the original MGS—Hideo Kojima—*Metal Gear Solid 2* is definitely one of the most anticipated PlayStation2 titles. While the game is still a long, long way from release, Kojima and his team have already created some incredible graphics, even considering the power of the PS2 hardware. New character and mechanical designs are being created again by Yoji Shinkawa, with the music being the responsibility of Hollywood movie composer Harry-Gregson Williams, who most recently worked on the soundtrack for *Chicken Run*. Very little game-play information has been disclosed, although a new mechanical terror known as Metal Gear Ray seems like it will end up being the main bad guy. Also, the setting will take place in New York instead of Alaska. There's also a rumor that there may be more than one playable character. There's a lot more to come, so stay tuned!



DINO CRISIS 2

Capcom • October • 1 Player

Regina rocked Dr. Kirk's world by ruining his Third Energy dinosaur experiments and sending him to prison in *Dino Crisis*. Her work is far from over, as the government—now in possession of Kirk's research—makes the same mistake! *Dino Crisis 2* pairs up Regina with Dylan, a tough guy with a brute-force attitude. Much of the game will take place outside, in the lush jungles where the dinosaurs roam free. The sequel has more of an arcade feel than the horror/adventure experience of the first *Dino Crisis*. Players will earn credit points for defeating dinosaurs and use them to purchase more weapons, healing items and ammunition. You can switch between Regina and Dylan at various points to experience the game as different characters as you progress. Rather than just fighting one dinosaur at a time, dinosaurs will come after you in waves—so get ready to reload quickly! There

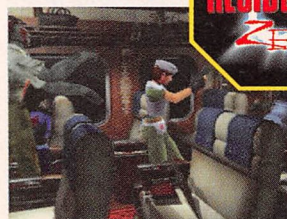
DINO CRISIS 2

will even be underwater levels where you'll have to battle amphibious creatures. *Dino Crisis 2* promises to be an even faster-paced game than its predecessor.

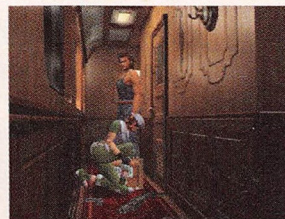


RESIDENT EVIL ZERO

Capcom • Winter • 1 Player



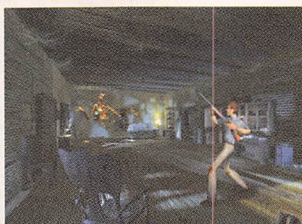
After being second-in-line to many PlayStation games over the years, Nintendo fans can now delight in the fact that—for the first time—an original *Resident Evil* title will make its first appearance on the N64! *Resident Evil Zero* is actually a prequel to the first *Resident Evil* game (thus the word "Zero" in its title). The game takes place one day before the now-infamous events at the old mansion. Rebecca Chambers is sent along with five other S.T.A.R.S. members to investigate a series of strange murders that occurred in the Aklay Mountains, just outside of Raccoon City. They find an abandoned wagon and train as they split up the team to investigate. Rebecca enters the train with teammate Billy Coen and the horrors begin! There are some notable differences in the game's system when compared to the other *Resident Evil* games. A new "zap system" allows players to switch between Rebecca and Billy during the game. Items can be dropped on the floor and retrieved later; that means no more looking for storage crates! The map system will allow you to see where the items you dropped are located. If you played the N64 version of *Resident Evil 2*, you may have come across a file on top of Rebecca's desk that talks about the disappearance of Billy Coen in the Aklay Mountains. Will Billy get murdered on the Zombie Express? We'll soon find out this holiday season!





EVIL DEAD: HAIL TO THE KING

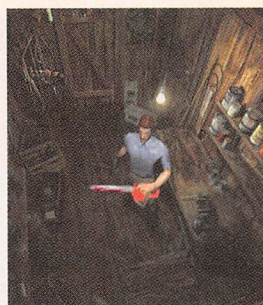
THQ • Fall • 1 Player



Things haven't been the same for Ash ever since the *Necronomicon*—or "Book of the Dead"—was read aloud in a small isolated cabin in the woods. Based on

the *Evil Dead* trilogy by cult movie director Sam Raimi, the game *Evil Dead: Hail to the King* takes place eight years after the third movie, *Evil Dead: Army of Darkness*, ends. Ash is once again drawn back into the dark cabin in the middle of the woods

where it all started to face the never-ending evil. With the chainsaw still strapped to his arm, Ash can also carry other weapons like the shotgun, rifle and an axe. The game will feature familiar locations from the three movies and new, exclusive areas to explore. Over twenty forms of evil creatures—including skeletons, the undead and even Evil Ash—will try to disrupt your home protection. Bruce Campbell, the actor who played Ash in the movies, does the voice-overs in the game. A PlayStation version of *Evil Dead: Hail to the King* will also be released around the same time as the Dreamcast version.

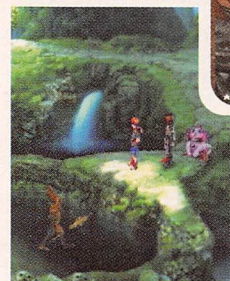
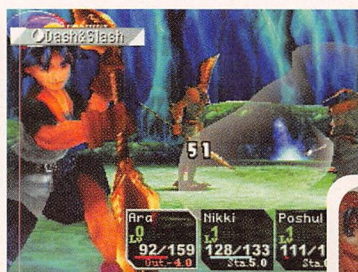


CHRONO CROSS

Square/EA • August • 1 Player



Chrono Trigger is widely regarded as one of the classic role-playing games for the Super NES. Although it has been in release in Japan for some time already, this long-awaited PlayStation sequel is finally coming to the U.S.! The character designs are by the famous anime artist Nobuteru Yuuki—the character designer of the original *CT* was Akira Toriyama of *Dragon Ball* fame—and the soundtrack is once again composed by the incomparable Yasunori Mitsuda. Although the looks have been updated to today's standards, it still shares many qualities that made the original *Chrono Trigger* such a great game. *Chrono Cross* takes place in the same universe as *CT*, but instead of time travel, the main feature in this game is traveling between alternate realities. You might even encounter some old familiar characters if you look carefully enough! As is traditional with the series, there are a number of nonlinear paths and multiple endings. The battle system is fresh and interesting, and—thankfully—the resource management isn't as much of a burden to deal with as it was in *Final Fantasy VIII*. The unique "Element" system takes the place of standard items or magic spells. There aren't even experience points or levels to gain! Your characters' statistics do increase after some battles, but there is no point total to keep track of your progress in this regard. It's weird, but any change at all from the typical RPG format is more than welcome for us. Look for a *Chrono Cross* strategy in an upcoming issue!

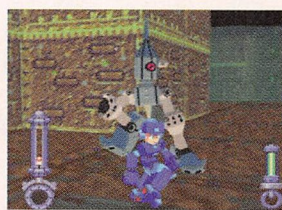


MEGA MAN 64

Capcom • September • 1 Player



For years, rumors have been flying around regarding a *Mega Man* game for the N64. Just when everyone was ready to laugh the whole idea off, Capcom announces *Mega Man 64*! The game is actually an enhanced version of the PlayStation game *Mega Man Legends*. The analog joystick of the N64 should really fit well with the free-roaming-style of gameplay and the rumble pack will also be supported for added thrill. The playing fields have also become more condensed for tighter interaction and the enemy placement has also been changed. More Time Attack Events will also be available than in the PlayStation version. Although the game is in 3-D, all of the traditional *Mega Man* elements from the 2-D days remain: the shoot-'em-up action, secret items, multiple power-ups and gigantic bosses. Mega Man will also be able to go shopping, listen to CDs at a music store, go rollerblading, play mini-games at a game show and a whole lot more. The PlayStation game was a big hit in this office a couple of years ago, and we don't see why *Mega Man 64* should disappoint either!



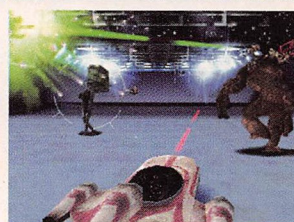
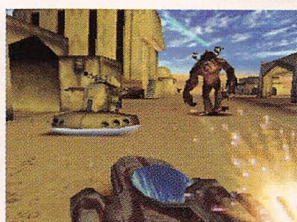
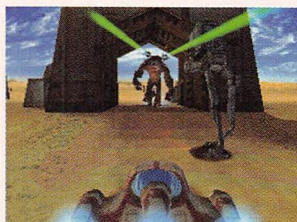


STAR WARS DEMOLITION

LucasArts • Fall • 1-2 Players

game! Set between *The Empire Strikes Back* and the *Return of the Jedi* era, *Star Wars Demolition* is a contest organized by crime boss Jabba the Hutt, where players engage in a series of nasty vehicular destruction to see who will be the last man standing. Like the *Vigilante 8* series, power-ups and weapons will be scattered throughout the arena to help enhance the level of destruction. Players can choose to play as the ever-popular Boba Fett, Aurra Sing from *The Phantom Menace*, a new character called Wade Vox and others. Some of the vehicles include the Landspeeder, Swoop Bike, STAP and even a giant Rancor beast equipped with blast cannons! Each arena has added hazards like the AT-ATs patrolling the Rebel base of Hoth, the Sarlac beasts in the Great Pit of Carkoon and of course the Death Star with its laser-equipped Imperial Troops. *Star Wars Demolition* could be the craziest *Star Wars* video game in years!

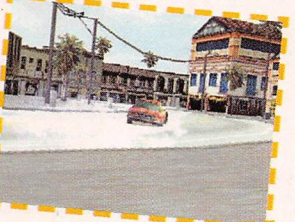
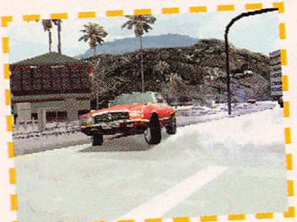
LucasArts has teamed up with Luxoflux—the developer of the *Vigilante 8* series—to create a *Star Wars*-themed vehicular combat



DRIVER 2

Infogrames • Winter • 1-2 Players

Last year, *Driver* was such a huge-selling game that a sequel was inevitable. The developer, Reflections, could easily whip out a sequel with a few additions and rake in the dough. Fortunately, it seems like they're not content to rest on their laurels, as *Driver 2* will include quite a few gameplay additions. First, there will be 40 new missions that take place in four totally new cities: Chicago, Las Vegas, Havana and Rio de Janeiro. Second, the city environments will be more realistic, with more complex road shapes and curves. Perhaps the biggest new feature will be the ability of the player to actually step out of the car to perform certain actions or to find another car to get into. Of course, you'll also find all-new cars to drive, including old Chevy and Mercedes models.



SMUGGLER'S RUN

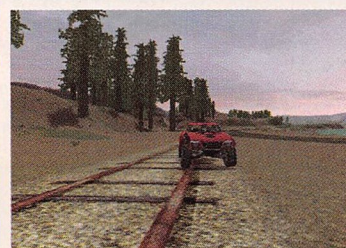
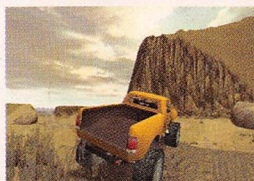
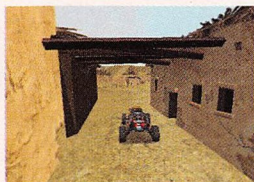
Rockstar • Fall • 1-4 Players

SMUGGLER'S RUN



Planned for release during the launch of the PlayStation 2, Rockstar's *Smuggler's Run* is another racing game with an illegal theme. Players must attempt to smuggle contraband across borders as they are being chased by police, the border patrol and the CIA. *Smuggler's Run* has huge open environments, each with

over 100 square miles of terrain, to dodge and escape the law. Computer-controlled players will act as rival smugglers or even as back-up to try to distract any interceptors. Fifteen types of modified trucks and cars will be at your disposal to race over various terrains such as an arid desert, icy tundra, rocky mountains or a dense jungle. Your teammates can be commanded to coordinate a smooth operation, giving the game an added strategical focus. Each mission has a different contraband to smuggle, whether it be guns, microchips, artifacts, plutonium or counterfeiting plates. Breaking the law, breaking the law!





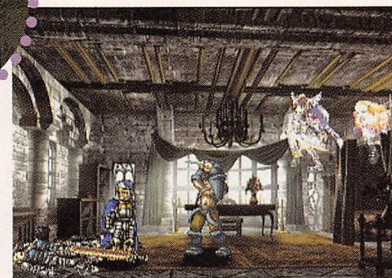
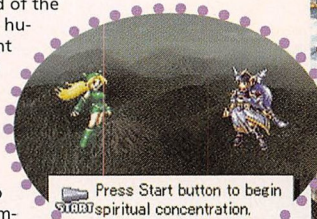
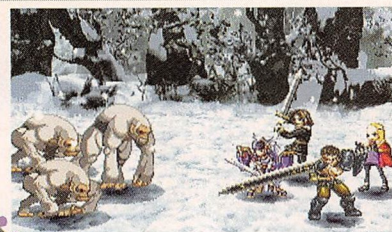
VALKYRIE PROFILE

Enix • Fall • 1 Player



mythology motif, *Valkyrie Profile* integrates the destinies of divine and moments before "Ragnarok," the end of the cosmos. The Norse God Lord Odin dispatches the Battle-Maiden Valkyrie to Midgard, the land of the mortals, to recruit and train "Einherjar" (the souls of departed humans) to join the god's battle in Asgard. In the 3-D environment above Midgard, Valkyrie can use her Spiritual Concentration skill to discover new towns, dungeons and the locations of humans near death. When she descends into towns, various stories of betrayal, suicide and other tales of woe unfold that all culminate in a new recruit for the holy war. However, the newly departed Einherjar are not ready for spiritual warfare immediately after their deaths, so Valkyrie must take them into battle in Midgard to gain experience points and skills that will improve their chances for success in Asgard. When Valkyrie chooses to engage in battle, it opens a unique system where she and the Einherjar can use combos in tandem, time counterattacks and charge beautifully elaborate Special Attacks. *Valkyrie Profile* is unlike other RPGs in that once you build up strong characters, you must give them up for the holy war. It's not possible to win the game without giving the gods capable Einherjar; time progresses at the same rate in Asgard and Midgard, making it unwise to hoard your capable warriors. *Valkyrie Profile's* unique storyline and gameplay gives the role-playing genre a unique twist that places the burden of decision on the player...which makes sense, since Valkyrie is one of the goddesses who govern destiny.

Valkyrie Profile is an action/RPG by Enix, the company behind the successful *Dragon Warrior* role-playing series. Using a Norse mortal beings in a holy war

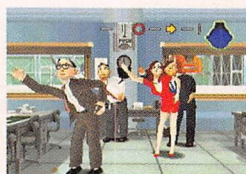
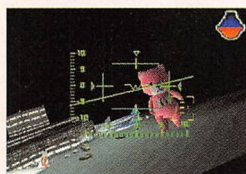
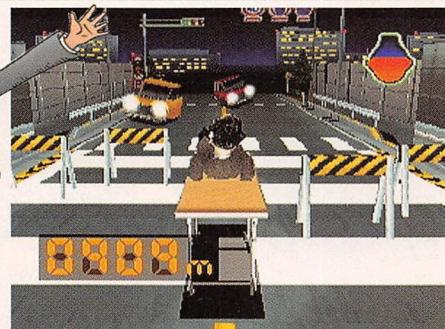
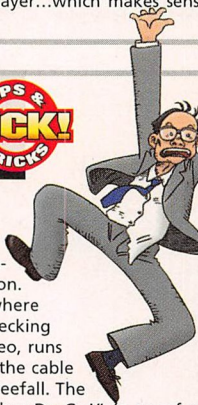


INCREDIBLE CRISIS

Titus • September • 1 Player



The really incredible thing about *Incredible Crisis* is that we never thought this game would ever be released in North America! The wacky Japanese "salaryman" theme seems way too obscure for American tastes, but Titus is taking a chance and we salute them, because this is probably the funniest game to ever grace the PlayStation. Basically, *Incredible Crisis* is about a very bad day at the office where every possible thing can go wrong. The day starts with a giant wrecking ball smashing through the window as our unlikely salary hero, Taneo, runs for his life like *Crash Bandicoot*! Next, he gets on the elevator and the cable snaps as he tries to apply the emergency brakes to prevent a fatal freefall. The game is a series of hilarious mini-games that range from "Stretcher De Go!" (a spoof of Taito's *Densha De Go!*), where Taneo rides a stretcher down a busy street, to "Independence Bay" (a spoof on the movie *Independence Day*), where he must shoot down aliens from a giant UFO. The games are actually pretty challenging and require a certain amount of skill, but when you complete each stage you can "rent" them out of a video store to replay them as often as you like. *Incredible Crisis* is like a crazy Japanese game show; we can't get enough of it!



TIMESPLITTERS

Eidos • Fall • 1-4 Players

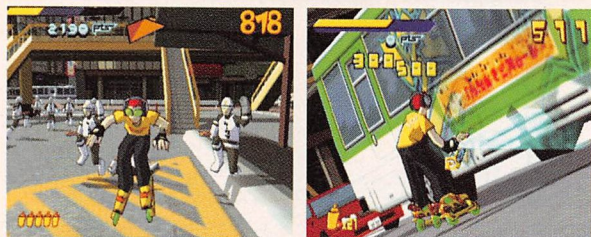
Timesplitters is a PlayStation2 game that's being developed by former members of Rare's *GoldenEye 007* team, who split off and made their own company, Free Radical Design. Got your attention yet? *Timesplitters* is a first-person action shooter that sends you through different decades—from the mob-infested 1930s, where tommy guns rule the streets, to the future in 2035, where high tech weapons are the name of the game. One of the most interesting stages is the '70s level where players look like actors from the old cop shows with huge hair and massive sideburns. The game is made to focus more on the multiplayer aspects of first-person shooters, rather than the mission based operations seen in *GoldenEye*. There will be numerous gameplay scenarios such as capture-the-flag, deathmatch, escort and last man standing. A very intuitive level editor will also be included so you can create your own halls of death with your friends. *Timesplitters* is one of the most impressive looking PlayStation2 game we've seen yet. The beautiful lighting, high frame rate, hilarious character design and the pure blast-fest frenzy put this near the top of our list of most wanted PlayStation2 games this year!





JET GRIND RADIO

Sega • Fall • 1-2 Players



Jet Grind Radio is another one of those "illegal fantasy" games—in this one, you rollerblade around the city of Tokyo, spray paint graffiti and run from the cops! The eye-catching design of *Jet Grind Radio* has a semi-2-D-mixed-with-3-D look, kind of like *Parappa the Rapper*. In fact, the same kind of look can also be seen in



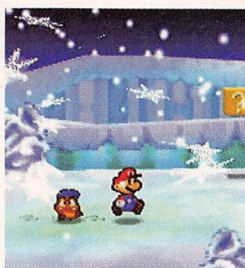
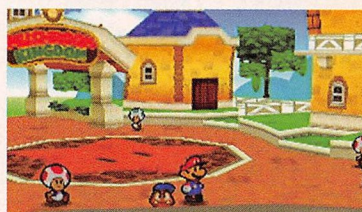
Sonic Shuffle, the new Sonic party game also coming out for the Dreamcast. Not only do you have to run from the law in this game, but you have to "tag" as many areas as you can while competing against rival graffiti artists throughout the city. The playable environments are absolutely gigantic; you can pretty much go wherever your eyes can see. Players can also do flips, grinds and other stunts to earn extra points. Don't people care about the ozone layer anymore?



PAPER MARIO

Nintendo • December • 1 Player

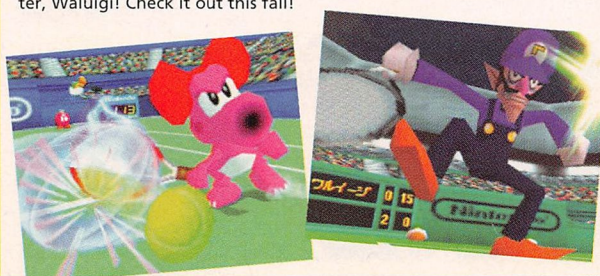
Developed by Intelligent Systems, *Paper Mario* is the spiritual sequel of the sleeper *Super Mario RPG*, which unfortunately was released near the end of the Super NES' life cycle. The unique 2-D / 3-D designs that were characteristic of games like *Yoshi's Island* and *Yoshi's Story* have been exaggerated even more to produce a world of flat paper cut-out characters living in a 3-D environment. You'll find all of the traditional Super Mario characters here, like Goomba, Peach, Bob-omb and more. We'll be keeping a very close eye on this one.



MARIO TENNIS 64

Nintendo • September • 1-4 Players

The developer of *Mario Tennis 64*, Camelot, has been involved in creating games for a long time. Most recently, it was responsible for *Mario Golf* and *Hot Shots Golf*. In the past it has specialized in RPGs like *Beyond The Beyond* and the *Shining Force / Wisdom / The Holy Ark*, etc. series. *Mario Tennis 64* is the first such game for Nintendo since the almost forgotten *Mario's Tennis* on the late, great Virtual Boy. As with *Mario Golf*, expect to be able to unlock lots of hidden characters. Most exciting of all, *Mario Tennis 64* revives at least one long-lost Nintendo character—Birdo, the egg-spitting boss from *Super Mario Bros. 2*—and introduces Luigi's mysterious evil counterpart: our favorite new character, Waluigi! Check it out this fall!

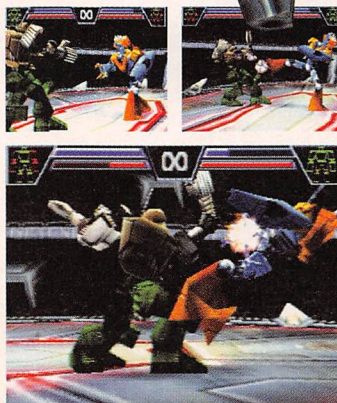


ROCK 'EM SOCK 'EM ROBOT ARENA

Mattel • November • 1-2 Players



Created by the developer of *Wu Tang* and *X-Men: Mutant Academy*, *Rock'em Sock'em Arena* is a new fighting game based on Mattel's own toys. Some of our older readers may remember playing with the robots as a kid. Mattel has released an all-new line of robot toys to complement the game, although the original red and blue robots appear here as commentators. Gameplay is based on collecting different body parts to create a customized robot that the player can send into the arena for battle. You can battle your friend and take his robot parts if you win!





WARLOCKED

Nintendo • July • 1-2 Players

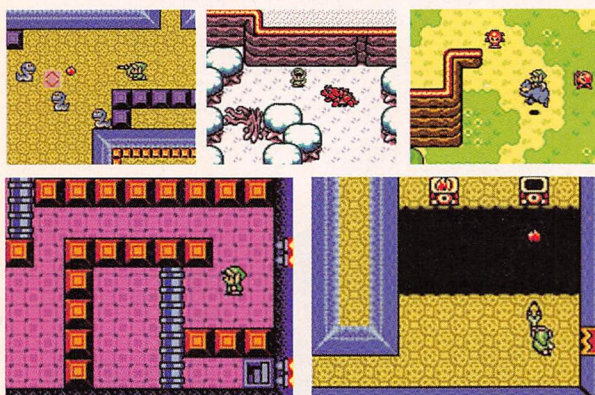


Developed by Bits Studios Ltd., *Warlocked* is one of the few real-time strategy and resource management games available for portable play. The warring factions are the "Humans" and the "Beasts;" you can choose to control either group as you create armies and prepare them for strategic decision-making out on the battlefield. In addition to combat, your troops can also chop down trees, dig for buried treasure...even knock down or build up entire buildings! Special Wizard characters can use their magic abilities to zap their opponents with lightning, shake 'em up with a sudden earthquake or even turn them into pigs or chickens. You'll need to use a Game Link cable if you want to battle against another player, but you can use the Game Boy Color's Infrared Communications Port to trade armies with your friends.



THE LEGEND OF ZELDA: MYSTICAL SEED SERIES

Nintendo • Available Now • 1-2 Players

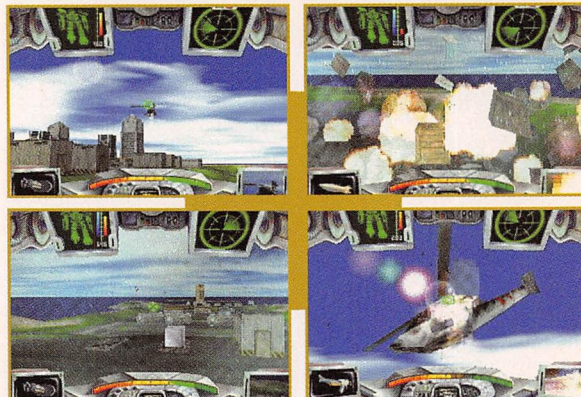


If you're hungry for the classic top-view 8-bit action of the original *Zelda* games for the NES and Game Boy, you'll be pleased to hear that there are several new Game Boy Color titles featuring that legendary leftie, Link. Three titles have been announced: *The Legend of Zelda: Mystical Seed of Courage*, *The Legend of Zelda: Mystical Seed of Power* and *The Legend of Zelda: Mystical Seed of Wisdom*. However, at press time it was rumored that the storylines of these three distinctly different adventures might be reorganized into just two Game Paks. What's most interesting, however, is that—through the use of a password system—the events that you experience in one game can have an effect on the storyline of one or both of the other titles. To get the full experience, it sounds like players will be expected to play the *Mystical Seed* games concurrently, switching back and forth between them to progress as opposed to finishing one game, then playing the next. Whatever the outcome, the direct involvement of Nintendo's superstar game designer Shigeru Miyamoto should put these new *Zelda* games at the top of everyone's want list.



IRON SOLDIER 3

Vatical • Available Now • 1-2 Players



Atari fans, take note! Those who played the original *Iron Soldier* on the Atari Jaguar system may recall that it was not only a fine game, but it was one of the few quality Jaguar titles that did not appear on any other console in the form of a sequel or conversion. (*Iron Soldier 2* was later released on cartridge and CD by Telegames, albeit in very limited numbers.) Now it's time for the giant robot series to expand its audience! PlayStation owners who are familiar with games like *Armored Core* and *Front Mission 3* will have no trouble getting right into the thick of the game's 25 single-player missions. Three 42-foot-tall robot types are available, with 15 mountable weapons and even a jetpack for zipping around at high speeds. There are two modes in each of the one- and two-player settings. A single player can blast through the missions or try them in "Arcade" mode, going for a high score by destroying absolutely everything! Two players can compete against each other in the split-screen Arcade mode, or work together in two-player Mission mode with one player controlling the robot's torso and weapons while the other controls its movements and special features.

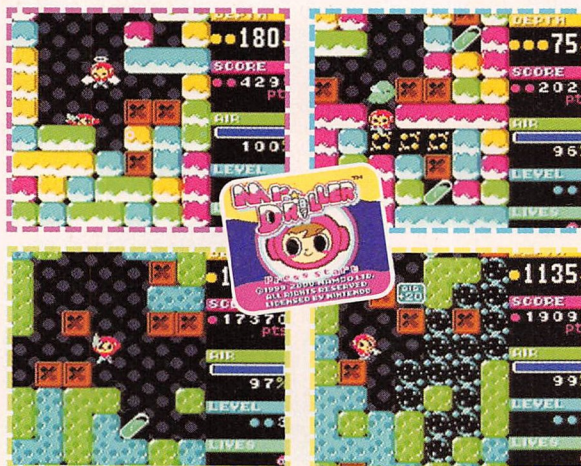


MR. DRILLER

Namco • Available Now • 1-2 Players



Namco practically invented the "digging into the ground" game back in the early '80s with *Dig Dug*—and if you saw our June issue, you should be aware that there's a new excavation specialist in town named Mr. Driller. Drill your way to the bottom of the screen as the colored blocks drop down above you—but watch your time limit and don't let your oxygen run out! A fine conversion of the little-seen arcade game, this new Game Boy Color cartridge has most of the features of the PlayStation game of the same name. Obviously, the graphics and music tracks have been simplified—and the PlayStation's Time Attack mode is not included—but the game plays very nicely on the small screen. It has the same kind of charisma and long-term appeal as *Nail 'n Scale*, *Tumblepop* and other hard-to-find Game Boy titles of the early- to mid-'90s.





GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64 AUGUST

- 1 Mario Tennis • Nintendo
- 2 Mia Hamm 64 Soccer SouthPeak
- 3 NFL Quarterback Club 2001 Acclaim
- 4 Polaris Snocross 2001 Vatical
- 5 Seadoo Hydrocross 2001 Vatical
- 6 Turok 3: Shadow Oblivion Acclaim
- 7 Winnie the Pooh Mattel

SEPTEMBER

- 8 Aidyn Chronicles: The First Mage THQ
- 9 Army Men: Sarge's Heroes 2 3DO
- 10 Banjo Tooie Rare
- 11 Big Mountain 2000 SouthPeak
- 12 F-1 Championship '99 Ubi Soft
- 13 International Track & Field Konami
- 14 Looney Tunes: Duck Dodgers Infogrames
- 15 Looney Tunes: Taz Express Infogrames
- 16 NFL Blitz 2001 Midway
- 17 Ogre Battle 64: Person of Lordly Caliber • Atlus
- 18 Pokémon Puzzle League Nintendo
- 19 San Francisco Rush 2049 Midway
- 20 Tom & Jerry Mattel
- 21 VR Powerboat Vatical

3RD QUARTER 2000

- 22 ECW: Anarchy Rulz Acclaim
- 23 Indiana Jones and the Infernal Machine Lucasarts
- 24 Mega Man 64 Capcom
- 25 Star Wars: Battle for Naboo Lucasarts

OCTOBER

- 26 Batman Beyond Kemco
- 27 Caesar's Palace Crave
- 28 Cruis'n Exotica Midway
- 29 Power Rangers Lightspeed Rescue THQ
- 30 Rugrats In Paris: The Movie THQ
- 31 Scooby Doo! Classic Creeper Capers THQ
- 32 World League Soccer SouthPeak
- 33 WWF: No Mercy THQ

NOVEMBER

- 34 Blues Brothers 2000 Titus
- 35 Donald Duck Ubi Soft
- 36 Eternal Darkness Nintendo
- 37 Hercules: The Legendary Journeys Titus
- 38 Hey You, Pikachu! • Nintendo
- 39 The Jungle Book Ubi Soft
- 40 The Legend of Zelda: Majora's Mask • Nintendo
- 41 Midway's Greatest Arcade Hits V. 1 Midway
- 42 Ms. Pac-Man Maze Madness Namco
- 43 Ready 2 Rumble Boxing: Round 2 Midway
- 44 Spider-Man Activision

45 V.I.P.

Ubi Soft

DECEMBER

- 46 Conker's Bad Fur Day Rare
 - 47 Paper Mario Nintendo
- ## 4TH QUARTER 2000
- 48 Dinosaur Planet Rare
 - 49 Mickey's Speedway USA Nintendo
 - 50 Resident Evil Zero Capcom
 - 51 The World is Not Enough EA

PLAYSTATION AUGUST

- 1 Alien Resurrection Fox
- 2 Animorphs: Shattered Reality Infogrames
- 3 ATV Quad Power Racing Acclaim
- 4 Builder's Block Jaleco
- 5 Carmageddon 2 Interplay
- 6 Chrono Cross • Square/EA
- 7 Danger Girl THQ
- 8 Disney's Aladdin in Nasira's Revenge Sony
- 9 ECW: Anarchy Rulz Acclaim
- 10 Ford Racing Take 2
- 11 Lego Rock Raiders Lego Media
- 12 Major League Soccer Konami
- 13 NCAA GameBreaker 2001 Sony
- 14 NFL GameDay 2001 Sony
- 15 Play with the Teletubbies Electro Source
- 16 Pro Pinball Fantastic Journey Take 2
- 17 Re-Volt 2 Acclaim
- 18 Rollcage Stage 2 Midway
- 19 Snocross Championship Racing Crave
- 20 Spider-Man Activision
- 21 Star Trek: Invasion Activision
- 22 Sydney 2000 Eidos
- 23 Team Buddies Midway
- 24 Tenchu II: Birth of the Assassins Activision
- 25 Tyco R/C Smash & Bash Mattel
- 26 Wacky Races Infogrames
- 27 Winnie the Pooh Mattel
- 28 WTC: World Racing Championship Codemasters
- 29 Vanishing Point Acclaim

SEPTEMBER

- 30 Action Man Hasbro
- 31 Breakout Hasbro
- 32 Breath of Fire IV • Capcom
- 33 Championship Motocross 2001 THQ
- 34 Dave Mirra Free Style BMX Acclaim
- 35 Destruction Derby Raw Midway
- 36 Dragon Tales Mattel
- 37 Earthworm Jim Interplay
- 38 ESPN: Bass Fishing THQ

- 39 F-1 Championship '99 Ubi Soft
- 40 Family Feud 2 Hasbro
- 41 Frogger 2 Hasbro
- 42 Galaga Hasbro
- 43 Harvest Moon: Back to Nature • Crave
- 44 In Cold Blood Midway
- 45 Jeopardy 2 Hasbro
- 46 Mega Man Legends 2 • Capcom
- 47 Micro Maniacs Codemasters
- 48 Mike Tyson Boxing Codemasters
- 49 Ms. Pac-Man Maze Madness Namco
- 50 MTV Sports: Pure Ride THQ
- 51 NASCAR Racers Hasbro
- 52 NFL Blitz 2001 Midway
- 53 NHL Faceoff 2001 Sony
- 54 Nickelodeon's CatDog Hasbro
- 55 Panzer General Assault Mindscape
- 56 Parasite Eve 2 • Square/EA
- 57 Polaris Snocross 2000 Vatical
- 58 Power Rangers Lightspeed Rescue THQ
- 59 Rayman 2 Ubi Soft
- 60 Scooby Doo! Classic Creeper Capers THQ
- 61 Sesame Street Games Mattel
- 62 Speedball 2001 Take 2
- 63 Tonka Space Station Hasbro
- 64 Tony Hawk's Pro Skater 2 Activision
- 65 Wheel of Fortune 2 Hasbro

3RD QUARTER 2000

- 66 Bust-A-Groove 2 • Enix
- 67 ESPN: MLS Gamenight Konami
- 68 Hogs of War Infogrames
- 69 MTV Sports: Skateboarding THQ
- 70 NASCAR 2001 EA Sports
- 71 Torneo: The Last Hope • Enix
- 72 Valkyrie Profile • Enix

OCTOBER

- 73 Arthur! Ready to Race Mattel
- 74 Batman Racing Ubi Soft
- 75 Battleship 2 Hasbro
- 76 Blue's Clues Big Musical Movie Mattel
- 77 Buzz Lightyear of Star Command Activision
- 78 Darkstone 2 Take 2
- 79 Dino Crisis 2 Capcom
- 80 Donald Duck Ubi Soft
- 81 Dragon Valor • Namco
- 82 Evil Dead: Hail to the King THQ
- 83 Flintstones "Bedrock" Bowling SouthPeak
- 84 The Grinch Konami
- 85 HBO Boxing Acclaim
- 86 Jungle Book Ubi Soft

* Publishers, please contact us with updates and/or corrections.
• Denotes that the game is available as an import at press time.



PLAYSTATION OCTOBER (continued)

87	Lego Stunt Rally	Lego Media
88	Mary-Kate and Ashley's Magical Mystery Mall	Acclaim
89	MTV Sports: Ultimate BMX	THQ
90	The Mummy	Konami
91	Muppet Race Mania	Midway
92	NASCAR Heat	Hasbro
93	NBA Shootout 2001	Sony
94	Rugrats In Paris: The Movie	THQ
95	Sheep	Take2
96	Vampire Hunter D •	Jaleco
97	The Wild Thornberrys	Mattel
98	Winnie the Pooh	Mattel
99	Woody Woodpecker Racing	Konami
100	Worms Pinball	Infogrames
101	WWF Smackdown! 2	THQ

NOVEMBER

102	Billabong Pro Surfer	Mattel
103	Blade	Activision
104	Cool Boarders 2001	Sony
105	Crash Bash	Sony
106	Deuce	Midway
107	Disney's The Emperor's New Groove	Sony
108	Final Fantasy IX •	Square/EA
109	Formula 1 2000	Midway
110	Gold & Glory: The Road to El Dorado	Ubi Soft
111	Goofy's Fun House	Mattel
112	Hidden and Dangerous	Take 2
113	Hot Wheels Extreme XTR Racing	Mattel
114	Inspector Gadget	Ubi Soft
115	The Lion King: Simba's Mighty Adventure	Activision
116	Mat Hoffman's Pro BMX	Activision
117	Mega Man X5	Capcom
118	Muppets Monster Adventure	Midway
119	NCAA Final Four 2001	Sony
120	Nicktoons Racing	Hasbro
121	Persona 2 •	Atlus
122	Ready 2 Rumble Boxing: Round 2	Midway
123	Rock 'em Sock 'em Robots Arena	Mattel
124	Sabrina, The Teenage Witch	Berkeley Systems
125	Spyro: Year of the Dragon	Sony
126	Star Wars: Demolition	LucasArts
127	V.I.P.	Ubi Soft
128	The World is Not Enough	EA
129	X-Men: Mutant Wars	Activision
130	You Don't Know Jack 2	Berkeley Systems

4TH QUARTER 2000

131	102 Dalmatians: Puppies to the Rescue	Eidos
132	Alone In the Dark: The New Nightmare	THQ
133	Barbie Super Sports	Mattel
134	Casper, Friends Around the World	Sound Source
135	Colin McRae Rally 2.0	Codemasters
136	Disney's Dinosaur	Ubi Soft
137	Driver 2	Infogrames
138	F-1 World Grand Prix 2000	Eidos

139	Fear Effect: Retro Helix	Eidos
140	Madden NFL 2001	EA Sports
141	Medal of Honor Underground	EA
142	NCAA Football 2001	EA Sports
143	NHL 2001	EA Sports
144	Resident Evil Survivor •	Capcom
145	Tiger Woods PGA Tour 2001	EA Sports
146	Ultimate Fighting Championship	Crave

PLAYSTATION 2 4TH QUARTER

1	Age of Empires II	Konami
2	Armored Core 2	Agetec
3	Army Men: Air Attack 2	3DO
4	Army Men: Sarge's Heroes 2	3DO
5	Big SSX Snowboarding	EA
6	The Bouncer	Square/EA
7	Carrier	Jaleco
8	Dark Cloud •	Sony
9	Disney's Dinosaur	Ubi Soft
10	Driving Emotion Type-S •	Square/EA
11	Dynasty Warriors 2	Koei
12	Evergrace •	Agetec
13	Eternal Ring •	Agetec
14	ESPN: International Track & Field	Konami
15	ESPN: NBA 2Night	Konami
16	ESPN: NFL Prime Time	Konami
17	ESPN: X Games Snowboarding	Konami
18	Fantavision •	Sony
19	FIFA 2001 Major League Soccer	EA Sports
20	Gold & Glory: The Road to El Dorado	Ubi Soft
21	Gradius III & IV •	Konami
22	Gran Turismo 2000	Sony
23	ICO	Sony
24	Kessen •	EA
25	Knockout Kings 20001	EA Sports
26	Madden NFL 2001	EA Sports
27	Midnight Club: Street Racing	Rockstar
28	NASCAR 2001	EA Sports
29	NBA Live 2001	EA Sports
30	NFL GameDay 2001	Sony
31	NHL 2001	EA Sports
32	Ninja Gaiden	Tecmo
33	Oddworld: Munch's Oddysee	Infogrames
34	Off-Road Thunder	Midway
35	Oni	Rockstar
36	Onimusha Warlords	Capcom
37	Orphen •	Activision
38	Rayman 2	Ubi Soft
39	Ridge Racer V •	Namco
40	Ready 2 Rumble Boxing: Round 2	Midway
41	Silent Scope	Konami
42	Smuggler's Run	Rockstar
43	Star Wars Starfighter	LucasArts
44	Star Wars: Super Bombad Racing	LucasArts
45	Street Fighter EX3 •	Capcom
46	Summoner	THQ

47	Tekken Tag Tournament •	Namco
48	Tiger Woods PGA 2001	EA Sports
49	Timesplitters	Eidos
50	Unreal Tournament	Infogrames
51	V.I.P.	Ubi Soft
52	The World is Not Enough	EA
53	Wipeout Fusion	Sony
54	X-Squad	EA

DREAMCAST AUGUST

1	4 X 4 Evolution	G.O.D.
2	Armada 2	Metro 3D
3	D2 •	Sega
4	Ecco the Dolphin	Sega
5	ESPN: Baseball Tonight	Konami
6	Kiss: Psycho Circus	Rockstar
7	NFL Quarterback Club 2001	Acclaim
8	Quake III Arena	Sega
9	Renegade Racers	Interplay
10	Seaman •	Sega
11	Sega GT •	Sega
12	Spec Ops: Omega Squad	Ripcord
13	Star Wars: Jedi Power Battles	LucasArts
14	Syndey 2000	Eidos
15	Test Drive Off-Road 3	Infogrames
16	Tokyo Extreme Racer 2 •	Crave
17	Ultimate Fighting Championship	Crave
18	Vanishing Point	Acclaim
19	WWF Royal Rumble	THQ

SEPTEMBER

20	Dark Angel: Vampire Apocalypse	Metro3D
21	ESPN: International Track & Field	Konami
22	F-1 Championship '99	Ubi Soft
23	F355 Challenge	Sega
24	Half-Life	Havas
25	Jet Grind Radio	Sega
26	Legend of the Blade Master	Ripcord
27	Midway's Greatest Arcade Hits V. II	Midway
28	MTV Sports: Skateboarding	THQ
29	NFL 2K1	Sega
30	NFL Blitz 2001	Midway
31	Power Stone 2 •	Capcom
32	San Francisco Rush 2049	Midway
33	Spawn	Capcom
34	Viva Soccer	Interplay

3RD QUARTER 2000

35	MagForce Racing	Crave
36	Super Runabout •	Interplay
37	Test Drive V-Rally	Infogrames

OCTOBER

38	Austin Powers: Mojo Rally	Rockstar
39	Buzz Lightyear of Star Command	Activision
40	Dogs of War	Rockstar
41	Evil Dead: Hail to the King	THQ
42	Gorkamorka	Ripcord
43	Grand Prix 4	Hasbro



- 44 The Grinch Konami
- 45 Messiah Interplay
- 46 Ms. Pac-Man Maze Madness Namco
- 47 The Mummy Konami
- 48 NBA 2K1 Sega
- 49 Peace Makers Ubi Soft
- 50 POD II Ubi Soft
- 51 Pro Pinball Collection Take 2
- 52 Spec Ops M.O.U.T. 2025 Ripcord
- 53 Speed Devils 2 Ubi Soft
- 54 Star Trek New Worlds Interplay
- 55 Street Fighter III: Third Strike Capcom
- 56 Stupid Invaders Ubi Soft
- 57 Tony Hawk's Pro Skater 2 Crave

NOVEMBER

- 58 102 Dalmatians: Puppies to the Rescue Eidos
- 59 Age of Empires II Konami
- 60 Arcatera Ubi Soft
- 61 Army Men: Sarge's Heroes Midway
- 62 Ball Breakers Take 2
- 63 Dave Mirra Free Style BMX Acclaim
- 64 Deep Fighter Ubi Soft
- 65 Disney's Dinosaur Ubi Soft
- 66 Dragon Rider Ubi Soft
- 67 ECW: Anarchy Rulz Acclaim
- 68 ESPN: NBA 2Night Konami
- 69 Eternal Arcadia • Sega
- 70 Evil Twin Ubi Soft
- 71 Ferrari 360 Challenge Acclaim
- 72 Gold & Glory: The Road to El Dorado Ubi Soft
- 73 Heroes of Might & Magic Ubi Soft
- 74 Mat Hoffman's Pro BMX Activision
- 75 Midway's Greatest Arcade Hits V. III Midway
- 76 Quest of the Blade Master Ripcord
- 77 Ready 2 Rumble Boxing: Round 2 Midway
- 78 Shenmue • Sega
- 79 Silent Scope Konami
- 80 Sno-Cross Championship Racing Crave
- 81 Sonic Shuffle Sega
- 82 Speed Devils 2 Ubi Soft
- 83 V.I.P. Ubi Soft

DECEMBER

- 84 Grandia 2 Ubi Soft
- 85 Max Steel Mattel
- 86 Playmobil Hype Ubi Soft

4TH QUARTER 2000

- 87 18 Wheeler American Pro Trucker Sega
- 88 Aerowings 2: Air Strike Crave
- 89 Alien Front Sega
- 90 Alone In the Dark: The New Nightmare THQ
- 91 Boarder Zone Infogrames
- 92 IliBleed • Sega
- 93 Legacy of Kain: Soul Reaver 2 Eidos
- 94 Looney Toons: Space Race Infogrames
- 95 Phantasy Star Online Sega
- 96 Prince of Persia Mattel

- 97 Samba De Amigo • Sega
- 98 Starlancer Crave
- 99 Stunt G.P. Infogrames
- 100 Soldier of Fortune Crave

GAME BOY COLOR AUGUST

- 1 Aladdin Ubi Soft
- 2 AMF Bowling Vatical
- 3 Blaster Master Crave
- 4 Bust-A-Move Millennium Acclaim
- 5 Dragon Warrior I & II Enix
- 6 ECW: Anarchy Rulz Acclaim
- 7 Gauntlet Legends Midway
- 8 Harley Davidson: Race Across America Infogrames
- 9 Jack Nicklaus Golf Vatical
- 10 Jimmy White's Cue Ball Vatical
- 11 Magical Drop Electro Source
- 12 Microsoft Pinball Arcade Electro Source
- 13 Mr. Driller Namco
- 14 Rocky Mountain Trophy Hunter Infogrames
- 15 Robocop vs. Terminator Interplay
- 16 Seadoo Hydrocross Vatical
- 17 Spider-Man Activision
- 18 TOCA Touring Car Championship Southpeak
- 19 Turok 3: Shadow Oblivion Acclaim

SEPTEMBER

- 20 Animorphs Ubi Soft
- 21 Army Men 2 3DO
- 22 Arthur's Absolutely Fun Day Mattel
- 23 Blue's Big Musical Movie Mattel
- 24 Championship Motocross 2001 THQ
- 25 Cannon Fodder Codemasters
- 26 Donkey Kong Country Nintendo
- 27 Doug: Quailman to the Rescue Mattel
- 28 Dragon Tales Mattel
- 29 F-1 World Championship '99 Ubi Soft
- 30 Gobs of Games 3DO
- 31 Hercules: The Legendary Journeys Titus
- 32 Hoyle Card Havas
- 33 Hoyle Casino Havas
- 34 Lego Action Team Lego Media
- 35 Lego Racers Lego Media
- 36 Micro Machines V3 THQ
- 37 Mission Bravo Mattel
- 38 MTV Sports: Ultimate BMX THQ
- 39 NFL Blitz 2001 Midway
- 40 Perfect Dark Nintendo
- 41 Racin' Rats Mattel
- 42 Rambler Mattel
- 43 Tom & Jerry Mattel
- 44 San Francisco Rush 2049 Midway
- 45 Scooby Doo! Classic Creeper Capers THQ
- 46 T-TEX Eidos
- 47 VR Powerboat Vatical

3RD QUARTER

- 48 Legend of Zelda: Mystical Seeds of Power Nintendo

- 49 Legend of Zelda: Mystical Seeds of Courage Nintendo
- 50 MTV Sports: Skateboarding THQ
- 51 Power Rangers Lightspeed Rescue THQ
- 52 Star Trek Invasion Activision
- 53 Ultimate Fighting Championship Crave

OCTOBER

- 54 Batman Racing Ubi Soft
- 55 Barbie Pet Rescue Mattel
- 56 Brunswick Pro Pool THQ
- 57 Cruis'n Exotica Midway
- 58 Harvest Moon 2 Crave
- 59 Lufia • Crave
- 60 Pokémon Gold • Nintendo
- 61 Pokémon Silver • Nintendo
- 62 Rocketts Sleep Over Mattel
- 63 Rugrats In Paris: The Movie THQ
- 64 Woody Woodpecker Racing Konami
- 65 World Destruction League 3DO

NOVEMBER

- 66 Army Men: Air Combat 3DO
- 67 Army Men: Sarge's Heroes 2 3DO
- 68 Barbie Magic Genie Mattel
- 69 Blade Activision
- 70 Donald Duck Ubi Soft
- 71 Dukes of Hazzard Southpeak
- 72 ESPN: NBA 2Night Konami
- 73 The Grinch Konami
- 74 Inspector Gadget Ubi Soft
- 75 Jungle Book Ubi Soft
- 76 Mat Hoffman's Pro BMX Activision
- 77 Metal Walker Capcom
- 78 The Mummy Konami
- 79 Pokémon Puzzle League Nintendo
- 80 Ready 2 Rumble Boxing: Round 2 Midway
- 81 Surfing Ubi Soft
- 82 Tony Hawk's Pro Skater 2 Activision
- 83 V.I.P. Ubi Soft
- 84 Warriors of Might & Magic 3DO
- 85 X-Men Mutant Wars Activision

DECEMBER

- 86 Alice in Wonderland Nintendo
- 87 Aliens: Thenatos Encounter THQ
- 88 Buffy the Vampire Slayer THQ
- 89 Croc 2 THQ
- 90 The Lion King: Simba's Mighty Adventure Activision
- 91 The Little Mermaid 2: Puzzle Frenzy Nintendo
- 92 MTV Sports: Pure Ride THQ
- 93 The Simpsons THQ
- 94 WWF No Mercy THQ

4TH QUARTER

- 95 Air Force Delta Konami
- 96 Alone In the Dark: The New Nightmare THQ
- 97 Buzz Lightyear of Star Command Activision
- 98 Kirby's Tilt 'n Tumble Nintendo
- 99 Legend of Zelda: Mystical Seeds of Wisdom Nintendo
- 100 Monster Frenzy Konami



A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C[Ⓢ] and press the R button. Now point the analog joystick to the Right and you'll see that the entire game has been unlocked, allowing you to start at any stage.

AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap Up on the D-pad and the C[Ⓢ] button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press START or A on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the R button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

Turbo Start

At the starting line, hold the A and B buttons. When the announcer says, "Set, Ready, GO!" release the B button just before he says "GO!" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the A button to accelerate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

ALL-STAR BASEBALL 2001

Secret Codes

Enter any of the codes below at the "Secret Codes" screen from the Options menu. A text message will appear after you enter a correct code.

Ball trail mode—WLDWLDWST
Big ball mode—BCHBLKTPY
Dark stadium—WOTOL
Foggy stadium—MYEYES
Tiny players—TOMTHUMB
Players fly back to the dugout when they're out—FLYAWAY

ARMORINES: PROJECT S.W.A.R.M.

Cheats

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place.

Invincibility—GODLY
All weapons—LOADED
Unlimited ammo—SORTED
Fast run—SONIC
Pen and ink mode—SKETCHY
All missions—KIPPY
Female Trooper (Multiplayer only)—GODDESS
All above cheats—GOLDENPIE
Hive Guard Bug (Multiplayer only)—LEGGY
Volcano Guard Bug (Multiplayer only)—RUBBER
Egypt Worker Bug (Multiplayer only)—CLAW
Hive Worker Bug (Multiplayer only)—UGLY

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:

MMLDSRM—Max Ammo
NSRLS—All weapons
DRVLVSM—Mini mode
THDTS—Display programmers' debug info on screen
PLSTRLVSG—Play as Plastro
GRNGRLRX—Play as Vikki
TNSLDRS—Play as Tin Soldier
Level Passwords
Spy Blue—TRGHR
Bathroom—TDBWL
Riff Mission—MSTRMN
Forest—TLTTRS

Hoover Mission—SCRDCT

Thick Mission—STPDMN

Snow Mission—BLZZRD

Shrap Mission—SRFPNK

Fort Plastro—GNRLMN

Scorch Mission—HTTTRT

Showdown—ZBTSRL

Sandbox—HTKTTN

Kitchen—PTSPNS

Living Room—HXMSTR

The Way Home—VRCLN

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

- Enter "CHEATLOTSOFGOESWITHMANYBANJOS" to earn infinite lives.
- Enter "CHEATANENERGYBARTOGETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces.
- Enter "CHEATDONTBEADUMBOGOSEUMUMBO" to earn infinite Mumbo Tokens.
- Enter "CHEATNOWYOU CANFLY HIGHINTHESKY" to earn infinite red feathers.
- Enter "CHEATAGOLDENGLOWTOPROTECTBANJO" to earn infinite gold feathers.
- Enter "CHEATGIVETHEBEARLOTS OFAIR" to have infinite air when underwater.
- Enter "CHEATBANJO BEGSFORPLENTY OFEGGS" to earn infinite eggs.

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C[Ⓢ] button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

- Enter "BOTTLESBONUSONE" to give Banjo a big head.
- Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet.
- Enter "BOTTLESBONUSTHREE" to make Kazooie big.
- Enter "BOTTLESBONUSFOUR" to make Banjo tall and thin.
- Enter "BOTTLESBONUSFIVE" to get a tall, thin Banjo with big hands and feet.
- Enter "BIGBOTTLESBONUS" to activate all of the above codes at once.
- Enter "WISHYWASHYBANJO" to change Banjo into a washing machine.
- Enter "NOBONUS" to deactivate all active codes.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.

ALLDLAKES—All lakes available
ALLDCASH—Extra money
ALLDFISH—Extra fish in live well
BAGDSNAGS—No snags while fishing
HEADADBIGA—Fisherman has a big head
HYPERBOAT—Faster boat
WHATADRAG—Slower boat
RUBADUBUB—Boat becomes a bathtub
IWINIWIN—Win tournament
NOPENALTY—No penalty for changing lures during tournament
SUPERSTRING—Unbreakable line

HAPPYFISH—More active fish

MONDOFISH—Bigger fish

FISHMAN—All fish have Al Lindner's head
WHEREDFISH—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed
SUPERLURE—Adds the "Super Lure" to your inventory
SILLYSOUND—Silly sound effects

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

MSTSRV—Invincibility
CRSTLCRL—Invisibility
LTSFBLTS—Unlimited ammo
LVFRVR—Unlimited lives
PLVRZM—All weapons
FRGZ—Giant frogs roam the streets
TDZ—Queen Lords are replaced by toads
WMNRSMRTR—Unlock Storm Ravens gang
LTSLTSGNGS—Select any gang in Campaign mode
CDPLT—Run Story (allows you to view the entire story of the game)
CJSKPFLGMH—Level code (play on State Street in Chicago, IL)
CNCTHRTM—"Trippy mode"
HVR—"Hurl mode"

Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press A + B simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" menu under the "Game Setup" screen:

All Weapons—RCKTSRDGLR
Invulnerability—HPPYHPY
Custom Gang Unlocked—TRDDYBRKS
Brandon Gang Unlocked—NKNHCKS
Secret Level Unlocked—WRDRB
Level Select—80DYS

BATTLEZONE: RISE OF THE BLACK DOGS

Secret Codes

Enter any of the following codes as the Options Menu. You should hear a sound indicating the code was entered successfully.

Free buildings—Hold Z, press A, B, A, B
Free satellite—Hold Z, press B, C[Ⓢ], C[Ⓢ], A
Infinite ammo—Hold Z, press L, R, L, R
Infinite armor—Hold Z, press Up, Right, Down, Left
Unlock all missions in Single Player Pilot or Commander Mode—Hold Z, press C[Ⓢ], C[Ⓢ], C[Ⓢ], START

BEETLE ADVENTURE RACING

Cheat Menu

Race on the Coventry Cove course in Championship mode until you see a barn on the right side of the road with two haystacks in front of it. Drive through the haystack on the left and you will smash a hidden crate with a picture of a flower on it; you'll also hear a voice say, "Groovy!". Note that the crate will not be there unless you are playing in Championship mode. Once you've smashed the crate, finish the race; the words "Cheat Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the Options screen; you'll find a new option called "Cheats" at the bottom. Each item on the cheat menu must be "unlocked" before you can use it; you will unlock a new cheat each time you smash a flower crate in Championship mode. Some of the crates are very well hidden, so you're going to have to do a lot of searching to find them.

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—A, C[Ⓢ], C[Ⓢ], C[Ⓢ], Left
Restore health—Down, Up, Right, A, B, Left, C[Ⓢ]

All artifacts—Up, C[Ⓢ], C[Ⓢ], Z, Up, Left

Dancing Adam—Down, Up, C[Ⓢ], Down, C[Ⓢ], C[Ⓢ]

Bad Adam—C[Ⓢ], C[Ⓢ], A, C[Ⓢ], C[Ⓢ], Left

Tall Adam—B, A, C[Ⓢ], A, C[Ⓢ], A

Short Adam—Down, C[Ⓢ], A, Right, Z

Kill Adam—B, Left, C[Ⓢ], C[Ⓢ], Down

Blouse cheat—Z, C[Ⓢ], C[Ⓢ], B, Left, C[Ⓢ]

Access all weapons—A, Right, C[Ⓢ], C[Ⓢ], C[Ⓢ], A, Left

More powerful weapons—C[Ⓢ], C[Ⓢ], Up, Z, Z, Left, C[Ⓢ]

Surreal Mode—C[Ⓢ], Up, Right, Right, C[Ⓢ], A, Left

Change Nearest Harvester into Mutant—C[Ⓢ], Up, Z, C[Ⓢ], Right

Fat Legged Aliens—Left, A, Right, Down

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

BUST-A-MOVE 2: ARCADE EDITION

Another World

At the title screen—while the words "Press Start" are flashing—press L, Up, R, Down. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

Character Select

Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press A or START to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE '99

Another World

At the title screen—while the words "Press Start" are flashing—press B, Left, Right, B. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (In Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

COMMAND & CONQUER

Select Any Mission

At the title screen, press B, A, R, R, A, C[Ⓢ], Up, Down, A quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press L; a list of all the missions in the game will appear.

CRUISE N USA

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:



Golden Gate Park (lower-left corner)—Hold L + C[Ⓢ] + C[Ⓢ]
 San Francisco (lower-right corner)—Hold L + C[Ⓢ] + C[Ⓢ]
 Indiana (upper-right corner)—Hold L + C[Ⓢ] + C[Ⓢ]

Secret Vehicles

At the "Choose Car" screen, press and hold the C[Ⓢ], C[Ⓢ] and C[Ⓢ] buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or START to confirm your choice.

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press Down to move to the bottom of the list of high scorers and hold Left to make the conveyor belt move. Keep holding Left for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

CYBERTIGER

Unlock Characters & Courses

From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press A to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code. Unlock alternate Ligtiger—P r o d i g y
 Unlock Marvin the alien—U f o
 Unlock Kimmi—R a p p e r
 Unlock Starr—R e t r o
 Unlock Festus—G o l d d r g
 Unlock Delvis—D e l v i s
 Unlock Cindy—I n s t y l e
 Unlock Bobby—B r a t
 Unlock Twfan—C y b e r t w
 Unlock Eagamer—W i l l i
 Unlock Robert—I c e
 Unlock Bengal—T i g e r r r r
 Unlock Traci—S a f a r i
 Unlock Volcano course—S t h e l e n s

DARK RIFT

Fight Demitron

At the title screen—when the words "PRESS START" are flashing—press Up, C[Ⓢ], R, Right, Down, B, B, C[Ⓢ] to warp to a one-player Demitron vs. Demitron battle.

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:
 Sonork—L, R, C[Ⓢ], C[Ⓢ], C[Ⓢ], C[Ⓢ]
 Demitron—A, B, R, L, C[Ⓢ], C[Ⓢ]
 You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

DEADLY ARTS

Secret Characters

At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:
 Gouriki—Up, Up, Down, Down, Left, Right, Left, Right, B, A
 Reiji—A, B, Right, Left, Right, Left, Down, Down, Up, Up
 You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race

on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).
 ARNOLD—Big characters*
 TEENYWEENIES—Small characters*
 JUKEBOX—Music menu (appears under "Audio Options")
 FREEFRUIT—Start with 10 bananas
 BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*
 WHODIDTHIS—Display credits (when you exit the Magic Codes menu)
 BYEBYEBALLOONS—Disable weapons
 NOYELLOWSTUFF—Disable bananas
 BOGUSBANANAS—Bananas reduce speed
 VITAMINB—No limit to bananas
 BOMBSAWAY—All balloons are red (missiles)
 TOXICOFFENDER—All balloons are green (drop items)
 ROCKETFUEL—All balloons are blue (turbo)
 BODYARMOR—All balloons are yellow (shields)
 OPPOSITESATTRACT—All balloons are rainbow (magnets)
 FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
 ZAPTHEZIPPERS—Turn off zippers
 DOUBLEVISION—Select same player (both players can choose the same character)*
 OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
 JOINTVENTURE—Enable two-player "Adventure" mode*
 TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:
 ? ? J L B D F W B F G V J V B
 With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features." This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press Left or Right to change the name of the stage and press a C button to warp there.
Taunts
 When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press Left, Left, L, L, Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):
 • Invincibility On/Off—Press the R button seven times, then press Left
 • Monsters On/Off—Press L, C[Ⓢ], Left, R, C[Ⓢ], Right, Left, Left
 • All Items On/Off—Press R, C[Ⓢ], Right, L, C[Ⓢ], Left, C[Ⓢ], Right
 • Level Select—Press L, L, L, C[Ⓢ], Right, Left, Left, C[Ⓢ]
 With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

DUKE NUKEM: ZERO HOUR

Cheat Codes

Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.
 First Person Mode—Down, Down, A, Z, Z, Left, A

Action Nukem Mode—Down, Down, A, Z, Z, Left, A
 Start with infinite ammo .30-30—C[Ⓢ], C[Ⓢ], C[Ⓢ], C[Ⓢ], L, R
 Start with infinite ammo Freezer—Down, Up, A, L, R, Z
 Extra Multiplayer Characters Group 1—A, L, R, Left, B, Down, Up
 Extra Multiplayer Characters Group 2—B, A, A, R, L
 Extra Multiplayer Characters Group 3—L, L, Up, Down, R, B, A
 Extra Multiplayer Characters Group 4—B, B, B, R, Left, A
 Extra Multiplayer Characters Group 5—Right, B, Left, L, A, Z
 Extra Multiplayer Characters Group 6—Up, Down, B, A, A, Left

EXCITEBIKE 64

Cheat Codes

From the main menu, hold L + C[Ⓢ] + C[Ⓢ] and press START. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:
 All stunts unlocked—T R I C K S T E R
 Big head mode—B L A H B L A H
 Invisible riders—I N V I S I D E R
 Mirror mode—Y A D A Y A D A
 Night mode—M I D N I G H T
 Stunt bonuses—S H O W O F F
 Pinhead mode—P I N H E A D
 "Beat This!" enabled—P A T W E L L S
 See team photo during "Credits" sequence—U G L Y M U G S

EXTREME-G

Cheat Codes

At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press START to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.
 ANTIGRAV—Enter this code to turn the entire course upside-down
 ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups
 BANANA—Enter this code to make the tracks extremely slippery
 FERUGS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment
 FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video
 GHOSTLY—Makes the course graphics semi-transparent
 MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens
 NITROID—Gives you an infinite supply of nitro speed bursts
 RASO—With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.
 ROLLER—Changes all of the vehicles on the track into boulders
 STEALTH—Makes all of the vehicles invisible
 UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"
 WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics
 XTREME—Increases your vehicle's top speed

XTEAM—Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2)

Cheat Codes

At the vehicle select screen, press R to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.
 2064—Changes all vehicles into WipeOut-style planes
 FLICK—Blurry graphics
 LINEAR—Wireframe graphics mode
 MISTAKE—Infinite special weapons
 NOPANEL—Removes all timers, gauges and counters from the screen
 NEUTRON—"Tron" mode (alternate track graphics)
 NITROID—Infinite Nitro boosts
 PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"
 RASO—With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.
 SPIRAL—Makes the screen rotate continuously during a race
 SPYEE—Overhead camera angle
 XCHARGE—Infinite weapon energy and shield energy
 XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press A. Next, highlight the "Edit Name" option and press A twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. **Important:** You must press A when you are finished entering the name. If you press B, you will exit out of the "Edit Name" function and the driver's name will not be changed:
 • Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery."
 • Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits."
 • Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
 • Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.
 • Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver."
 • Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code

At the "Select Mode" screen, press L, Z, R, C[Ⓢ], C[Ⓢ], C[Ⓢ], START; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.
Shrink Vehicles
 At the "Select Machine" screen, press L + R + C[Ⓢ] + C[Ⓢ]; all of the available vehicles will shrink.



FLYING DRAGON

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press Left 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press Right 20 times, a "Very Hard" setting will appear.

FORSAKEN 64

Secret Codes

Each of the following codes works at the Forsaken 64 title screen, while the words "Press Start" are going by. To deactivate a code, just input the same code again:

- Turbo Crazy Mode—B, R, Up, Left, Down, C, C
- Psychedelic Mode—A, R, Left, Right, Down, C, C, C
- Wireframe Mode—L, R, Z, Left, Right, C, C
- Gore Mode—Z, Down, C, C, C, C, C, C
- Stealth Mode—Up, Up, Up, Up, Right, Down, C, C
- Infinite Primary Weapon—A, R, Z, Right, C, C, C, C
- Infinite Secondary Weapon—B, B, Z, Left, Left, C, C, C
- Infinite Weapon Energy—L, Z, Left, Right, Down, Down, C, C
- Infinite Titans—A, B, L, Up, Up, C, C, C
- Infinite Solaris—B, L, Z, Up, Down, C, C
- Kill Enemies with One Shot—B, B, B, L, R, Left, Down, Down
- Freeze Enemies—R, Z, Right, Right, C, C, C

FOX SPORTS COLLEGE HOOPS '99

Secret Codes

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:

- N O G G I N—Big head mode
- G H O S T—Ghost mode
- Z - W O O D—Z-Axis basketball court
- T E A M - Z—Z-Axis team
- N O F A N S—Dark background, improved frame rate
- T R A I L S—"Trippy" ball effect
- B U Z Z Z—No shot clock
- T H I R T Y—60-second game
- H O M I E—Home team is favored
- M O N K E Y—Alternate sound effects

GOLDENEYE 007

Note: Enter all GoldenEye 007 codes with the D-pad, not the analog joystick

In-Game Codes

Enter the following codes at any time during gameplay. A message will appear in the lower left corner of the screen after entering a correct code.

- Invincibility—
 - 1) Hold L and press Down
 - 2) Hold R and press C
 - 3) Hold R and press C
 - 4) Hold L and press Right
 - 5) Hold L and press C
 - 6) Hold R and press C
 - 7) Hold L and press Right
 - 8) Hold R and press Down
 - 9) Hold L and press Left
 - 10) Hold L + R and press C
- All Guns—
 - 1) Hold L + R and press Down
 - 2) Hold L and press C
 - 3) Hold L and press C
 - 4) Hold L + R and press C
 - 5) Hold L and press Down
 - 6) Hold L and press C
 - 7) Hold R and press C
 - 8) Hold L + R and press C
 - 9) Hold R and press Up
 - 10) Hold L and press C
- Maximum Ammo—
 - 1) Hold L + R and press C
 - 2) Hold R and press Up
 - 3) Hold R and press Down
 - 4) Hold R and press Down
 - 5) Hold L + R and press C
 - 6) Hold L + R and press Left
 - 7) Hold R and press Up
 - 8) Hold L + R and press C
 - 10) Hold R and press Left
- Line Mode—
 - 1) Hold R and press C
 - 2) Hold L + R and press Down
 - 3) Hold L and press Right
 - 4) Hold R and press C
 - 5) Hold L + R and press C
 - 6) Hold R and press Up
 - 7) Hold L and press Down

- 8) Hold L and press Right
- 9) Hold R and press C
- 10) Hold R and press C
- Invisibility—
 - 1) Hold R and press C
 - 2) Hold L + R and press C
 - 3) Hold L + R and press Left
 - 4) Hold L + R and press Up
 - 5) Hold R and press Up
 - 6) Hold L and press C
 - 7) Hold R and press C
 - 8) Hold L and press C
 - 9) Hold L + R and press Left
 - 10) Hold R and press Right
- Invisibility (Multiplayer Only)—
 - 1) Hold L and press C
 - 2) Hold L + R and press C
 - 3) Hold R and press Up
 - 4) Hold L and press C
 - 5) Hold R and press C
 - 6) Hold L and press Right
 - 7) Hold L + R and press C
 - 8) Hold L and press C
 - 9) Hold L and press Up
 - 10) Hold L + R and press C

Stage Select Codes

From the main menu, enter these codes at the "Stage Select" screen. You'll hear a special sound effect after entering a correct code. Note that each of the following codes will only work if all the previous missions are already unlocked. For example, in order to unlock all the missions from a new game, all the codes must be entered in the order they appear.

- Unlock Facility—
 - 1) Hold L + R and press C
 - 2) Hold R and press C
 - 3) Hold L and press Left
 - 4) Hold R and press C
 - 5) Hold L and press Left
 - 6) Hold R and press C
 - 7) Hold L and press C
 - 8) Hold R and press Right
 - 9) Hold L + R and press C
 - 10) Hold L and press Right
- Unlock Runway—
 - 1) Hold L + R and press Left
 - 2) Hold R and press Left
 - 3) Hold L and press C
 - 4) Hold L and press Left
 - 5) Hold R and press C
 - 6) Hold R and press C
 - 7) Hold R and press C
 - 8) Hold R and press Right
 - 9) Hold L and press Down
 - 10) Hold R and press C
- Unlock Surface—
 - 1) Hold R and press C
 - 2) Hold L + R and press C
 - 3) Hold L and press Left
 - 4) Hold R and press Up
 - 5) Hold R and press Left
 - 6) Hold L and press Up
 - 7) Hold R and press Right
 - 8) Hold L and press Right
 - 9) Hold L and press C
 - 10) Hold L + R and press Down
- Unlock Bunker—
 - 1) Hold L and press C
 - 2) Hold R and press Right
 - 3) Hold L and press C
 - 4) Hold R and press C
 - 5) Hold L and press C
 - 6) Hold L + R and press Left
 - 7) Hold L and press C
 - 8) Hold L + R and press Up
 - 9) Hold R and press C
 - 10) Hold L and press Up
- Unlock Silo—
 - 1) Hold L and press Up
 - 2) Hold R and press C
 - 3) Hold L and press Left
 - 4) Hold R and press Down
 - 5) Hold L and press C
 - 6) Hold L + R and press C
 - 7) Hold L and press C
 - 8) Hold R and press Right
 - 9) Hold R and press Right
 - 10) Hold R and press C
- Unlock Frigate—
 - 1) Hold R and press C
 - 2) Hold L and press Down
 - 3) Hold R and press C
 - 4) Hold L and press Left
 - 5) Hold L + R and press Up
 - 6) Hold L + R and press C
 - 7) Hold R and press Right
 - 8) Hold R and press Left
 - 9) Hold L + R and press C
 - 10) Hold L + R and press C

• Unlock Surface II—

- 1) Hold L and press C
- 2) Hold L + R and press C
- 3) Hold R and press C
- 4) Hold R and press C
- 5) Hold R and press C
- 6) Hold L and press Right
- 7) Hold L + R and press C
- 8) Hold L and press C
- 9) Hold L + R and press Down
- 10) Hold L and press C

• Unlock Bunker II—

- 1) Hold L and press Down
- 2) Hold R and press Down
- 3) Hold L + R and press C
- 4) Hold L and press Left
- 5) Hold L + R and press Right
- 6) Hold L and press C
- 7) Hold R and press Right
- 8) Hold L and press C
- 9) Hold L and press Left
- 10) Hold L and press C

• Unlock Statue—

- 1) Hold L + R and press C
- 2) Hold L + R and press C
- 3) Hold L and press Right
- 4) Hold L + R and press Left
- 5) Hold R and press Left
- 6) Hold R and press C
- 7) Hold L + R and press Left
- 8) Hold R and press C
- 9) Hold R and press C
- 10) Hold R and press Right

• Unlock Archives—

- 1) Hold R and press Left
- 2) Hold L + R and press Up
- 3) Hold L + R and press C
- 4) Hold R and press Left
- 5) Hold L + R and press C
- 6) Hold L and press Left
- 7) Hold L + R and press Right
- 8) Hold L + R and press C
- 9) Hold L and press Up
- 10) Hold R and press C

• Unlock Streets—

- 1) Hold L + R and press C
- 2) Hold L and press C
- 3) Hold L and press Up
- 4) Hold L + R and press C
- 5) Hold R and press C
- 6) Hold R and press C
- 7) Hold R and press Left
- 8) Hold R and press C
- 9) Hold R and press C
- 10) Hold L and press Down

• Unlock Depot—

- 1) Hold L and press Down
- 2) Hold L and press Down
- 3) Hold R and press C
- 4) Hold L and press C
- 5) Hold L + R and press Right
- 6) Hold R and press C
- 7) Hold L and press Down
- 8) Hold L and press C
- 9) Hold L and press C
- 10) Hold L and press Up

• Unlock Train—

- 1) Hold R and press Left
- 2) Hold R and press C
- 3) Hold R and press C
- 4) Hold L + R and press Left
- 5) Hold L and press Right
- 6) Hold R and press C
- 7) Hold L and press Left
- 8) Hold L + R and press C
- 9) Hold L and press Up
- 10) Hold L and press C

• Unlock Jungle—

- 1) Hold R and press C
- 2) Hold R and press Left
- 3) Hold L + R and press Up
- 4) Hold R and press Right
- 5) Hold R and press Down
- 6) Hold R and press Down
- 7) Hold R and press Up
- 8) Hold R and press C
- 9) Hold R and press C
- 10) Hold L + R and press Left

• Unlock Control—

- 1) Hold L and press C
- 2) Hold R and press Down
- 3) Hold L and press Right
- 4) Hold R and press C
- 5) Hold R and press C
- 6) Hold R and press Left
- 7) Hold R and press Left
- 8) Hold R and press C
- 9) Hold R and press Left
- 10) Hold L + R and press C

• Unlock Caverns—

- 1) Hold L and press Down

- 2) Hold R and press C
- 3) Hold L + R and press Up
- 4) Hold L and press Right
- 5) Hold L and press C
- 6) Hold R and press C
- 7) Hold R and press Up
- 8) Hold L and press C
- 9) Hold L and press Up
- 10) Hold R and press C

• Unlock Cradle—

- 1) Hold L + R and press C
- 2) Hold L and press Left
- 3) Hold R and press Down
- 4) Hold L and press Down
- 5) Hold L and press C
- 6) Hold L and press Down
- 7) Hold R and press Right
- 8) Hold R and press C
- 9) Hold L and press C
- 10) Hold R and press Right

• Unlock Magnum—

- 1) Hold R and press C
- 2) Hold R and press Left
- 3) Hold R and press Right
- 4) Hold L + R and press C
- 5) Hold L and press Down
- 6) Hold L + R and press C
- 7) Hold L and press Left
- 8) Hold L + R and press C
- 9) Hold L + R and press Right
- 10) Hold L and press C

• Unlock Aztec—

- 1) Hold L + R and press Up
- 2) Hold L + R and press C
- 3) Hold L and press Down
- 4) Hold L and press Right
- 5) Hold R and press Up
- 6) Hold L and press Down
- 7) Hold L and press Left
- 8) Hold L and press C
- 9) Hold L + R and press C
- 10) Hold L and press Left

Easy Cheat Options

Choose a game file, then enter any of the following codes at the "Select Mission/Multiplayer" menu screen. If you have not previously earned any of these cheats through normal gameplay, a new menu item called "Cheat Options" will appear the first time you enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you back out to the previous screen, then go back into Cheat Options.

• Paintball—

- 1) Hold L and press Up
- 2) Press C
- 3) Hold R and press Right
- 4) Hold L and press C
- 5) Hold L and press Up
- 6) Hold R and press C
- 7) Hold L and press C
- 8) Hold L + R and press C
- 9) Hold L + R and press Up
- 10) Hold L and press C

• Invincibility—

- 1) Hold R and press Left
- 2) Hold L and press Down
- 3) Press Left
- 4) Press Up
- 5) Press Down
- 6) Hold R and press C
- 7) Hold L and press C
- 8) Hold L + R and press Left
- 9) Hold L + R and press Right
- 10) Hold L and press C

• DK Mode—

- 1) Hold L + R and press Up
- 2) Press C
- 3) Hold R and press Left
- 4) Hold R and press Up
- 5) Press Up
- 6) Hold R and press Right
- 7) Press Up
- 8) Hold L + R and press C
- 9) Hold L + R and press Down
- 10) Hold L + R and press C

• 2x Grenade Launcher—

- 1) Hold R and press Down
- 2) Hold R and press Up
- 3) Press Right
- 4) Hold L + R and press C
- 5) Hold L and press Right
- 6) Hold R and press Left
- 7) Press Left
- 8) Press Down
- 9) Press Up
- 10) Hold R and press C



- 2x Rocket Launcher—
 - 1) Hold R and press Right
 - 2) Hold L and press Up
 - 3) Press Down
 - 4) Press Down
 - 5) Hold R and press C
 - 6) Hold L and press Left
 - 7) Hold L and press C
 - 8) Hold R and press Up
 - 9) Hold R and press Down
 - 10) Hold R and press C
- Turbo Mode—
 - 1) Hold L and press Down
 - 2) Hold L and press C
 - 3) Hold L + R and press Up
 - 4) Hold R and press C
 - 5) Press Left
 - 6) Hold R and press Down
 - 7) Hold L and press C
 - 8) Press Up
 - 9) Hold R and press Down
 - 10) Hold L and press Right
- No Radar [Multi]—
 - 1) Hold R and press Up
 - 2) Press C
 - 3) Press C
 - 4) Press C
 - 5) Hold L and press Down
 - 6) Hold R and press Up
 - 7) Press C
 - 8) Press Right
 - 9) Hold R and press Left
 - 10) Hold R and press Right
- Tiny Bond—
 - 1) Hold L + R and press Down
 - 2) Hold R and press Down
 - 3) Hold L and press C
 - 4) Press Left
 - 5) Hold R and press C
 - 6) Hold L + R and press C
 - 7) Press Right
 - 8) Press Down
 - 9) Hold R and press C
 - 10) Hold R and press Right
- 2x Throwing Knife—
 - 1) Hold R and press C
 - 2) Hold L and press Left
 - 3) Press Up
 - 4) Hold L + R and press Right
 - 5) Press Right
 - 6) Hold L + R and press C
 - 7) Hold L + R and press C
 - 8) Hold R and press Down
 - 9) Hold R and press Left
 - 10) Hold R and press C
- Fast Animation—
 - 1) Hold L and press C
 - 2) Hold L and press C
 - 3) Press C
 - 4) Press C
 - 5) Press C
 - 6) Hold L + R and press Right
 - 7) Press C
 - 8) Hold L + R and press Up
 - 9) Hold L and press C
 - 10) Hold L and press Left
- Bond Invisible—
 - 1) Hold L + R and press C
 - 2) Hold L + R and press C
 - 3) Hold L and press C
 - 4) Hold R and press C
 - 5) Hold R and press Right
 - 6) Hold L + R and press Left
 - 7) Hold L and press Right
 - 8) Press Left
 - 9) Hold L + R and press C
 - 10) Hold L and press Down
- Enemy Rockets—
 - 1) Hold L + R and press C
 - 2) Press C
 - 3) Hold R and press C
 - 4) Press C
 - 5) Press C
 - 6) Hold L + R and press C
 - 7) Hold L + R and press Up
 - 8) Press C
 - 9) Hold R and press Up
 - 10) Hold L and press Up
- Slow Animation—
 - 1) Hold L + R and press Left
 - 2) Hold L + R and press Left
 - 3) Hold L + R and press Down
 - 4) Hold L + R and press Left
 - 5) Press C
 - 6) Hold L + R and press Down
 - 7) Hold L + R and press Down
 - 8) Hold L and press Down
 - 9) Press C
 - 10) Press C
- Silver PP7—
 - 1) Hold L and press Left

- 2) Hold L + R and press Up
- 3) Hold L and press Right
- 4) Hold L + R and press Up
- 5) Hold L + R and press C
- 6) Hold L + R and press Left
- 7) Hold L + R and press Down
- 8) Press C
- 9) Hold L + R and press Right
- 10) Hold L + R and press Left
- Activate 2x Hunting Knife—
 - 1) Hold R and press C
 - 2) Hold L and press Right
 - 3) Hold R and press C
 - 4) Hold R and press Right
 - 5) Hold L + R and press Right
 - 6) Hold L + R and press Up
 - 7) Hold L and press Down
 - 8) Hold R and press Left
 - 9) Hold L and press Right
 - 10) Hold L and press C
- Infinite Ammo—
 - 1) Hold L and press C
 - 2) Hold L + R and press Right
 - 3) Press C
 - 4) Press C
 - 5) Hold L and press Left
 - 6) Hold L and press C
 - 7) Hold L + R and press Left
 - 8) Hold L + R and press C
 - 9) Hold L and press Up
 - 10) Press C
- 2x RC-P90—
 - 1) Press Up
 - 2) Press Right
 - 3) Hold L and press Left
 - 4) Hold R and press Down
 - 5) Hold L and press Up
 - 6) Hold L and press C
 - 7) Hold L and press Left
 - 8) Press C
 - 9) Press C
 - 10) Hold L + R and press Down
- Gold PP7—
 - 1) Hold L + R and press Right
 - 2) Hold L + R and press Down
 - 3) Hold L and press Up
 - 4) Hold L + R and press Down
 - 5) Press C
 - 6) Hold R and press Up
 - 7) Hold L + R and press Right
 - 8) Hold L and press Left
 - 9) Press Down
 - 10) Hold L and press C
- 2x Laser—
 - 1) Hold L and press Right
 - 2) Hold L + R and press C
 - 3) Hold L and press Down
 - 4) Hold L and press Left
 - 5) Hold R and press Down
 - 6) Hold L and press Right
 - 7) Press C
 - 8) Press Right
 - 9) Hold R and press Right
 - 10) Hold L + R and press Up
- All Guns—
 - 1) Press Down
 - 2) Press Left
 - 3) Press C
 - 4) Press Right
 - 5) Hold L and press Down
 - 6) Hold L and press Left
 - 7) Hold L and press Up
 - 8) Press C
 - 9) Press Left
 - 10) Press C

Extra Characters in Multiplayer Mode
Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:

- 1) Hold L + R and press C
- 2) Hold L and press C
- 3) Hold L + R and press Left
- 4) Hold L and press Right
- 5) Hold R and press Down
- 6) Hold L + R and press C
- 7) Hold L and press C
- 8) Hold L + R and press Right
- 9) Hold L + R and press C
- 10) Hold L and press Down

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

HOT WHEELS TURBO RACING

Secret Codes
Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button

sequences must be entered very quickly to get them to register; you'll hear a signal to confirm each code if you're quick enough. Note that you can only have ONE of these codes active at any time:

Race at night—C, C, C, C, C, C, C, C, C, C
Mirror mode—Z, R, Z, Z, R, Z, Z, Z
Unlimited Turbos—C, Z, C, C, R, C, Z, C
Transparent vehicles—C, Z, Z, C, C, R, C, C

Transparent scenery—C, Z, C, C, C, Z, C, C

Passwords

Highlight "Sign In" at the main menu and press Left or Right to access the Password option. Enter any of the following passwords to unlock different features:
P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

IGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on or off by pressing START during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

THEUNIVERSE—Allows you to access all of the secret worlds

HAPPYHEADS—Unlocks all but one of the secret characters

GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)

ICEPRINCESS—"Ice Mode" (slippery tracks)

GOBABY—Maxed-out turbo meter

2TIMES—2X Turbo Mode (turbo boosts last twice as long)

NONSTOP—"Roll Mode" (constant turbo)

SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)

ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode

2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves

MICROBALLS—Activates "Tiny Mode"

TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)

JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

Secret Stage

In two-player mode, have both players choose their fighters by holding Down and pressing C; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

KNOCKOUT KINGS 2000

Big Gloves Mode

In the middle of a game, press START to pause and press C, C, C, C, C, C, C, C. You'll hear a bell ring five times quickly. When you unpauses the game, the boxers' gloves will be bigger.

Big Head Mode

In the middle of a game, press START to pause and press C, C, C, C, C, C, C, C. You'll hear a bell ring five times quickly. When you unpauses the game, the boxers' heads will be bigger.

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick.

Big Head Mode

At any time during the game, press Right, Right, Left, R, Z, START, A, START, A, START, Z on Controller 1. To return the players' heads to normal, just enter the code again.

Disco Court

At any time during the game, press A, C, Down, Up, C, R, R, B, C, C, Z on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

Secret Teams

Highlight "Pre-Season" at the main menu, hold the L button and press START or A. When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.

Tiny Players

At the main menu, press C, C, B, R, R, C, Up, Down, C, A, Z. Now when you start a game, the players will be tiny.

Alien Team

At the main menu, press C, C, C, C, C, START, START, A, B, A, R, Z. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

LEGO RACERS

Cheat Codes

From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press Down on the D-pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active.

Only red power-ups available—P G L L R D

Only yellow power-ups available—P G L L Y L L

Only green power-ups available—P G L L G R N

Only grappling hook power-ups available—R P C R N L Y

Highest power-up level always active—M X P M X

Faster game—F S T F R W R D

Car doesn't slow down on rough terrain—N S L W J

Flying turbo boost always active—F L Y S K Y H I G H

LODE RUNNER 3-D

MADDEN NFL 2000

MARIO GOLF

MARIO KART 64

MICRO MACHINES 64 TURBO

MISCHIEF MAKERS

MISSION: IMPOSSIBLE

MONSTER TRUCK MADNESS 64

MORTAL KOMBAT 4

Secret Characters

MORTAL KOMBAT TRILOGY

NAGANO WINTER OLYMPICS '98

NBA COURTSIDE 2

NBA SHOWTIME: NBA ON NBC

Left Team's Court—In + Turbo



Right Team's Court—Down + Turbo
Street Court—Left + Turbo
Island Court—Right + Turbo
Midway Court—Up + Shoot + Pass
NBC Court—Down + Shoot + Pass

THE NEW TETRIS

Turbo CPU Opponent

Choose "One Player" from the main menu, then access the "New Name" option to enter your name as "A12E4U?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

Fast Mode

Choose "One Player" from the main menu, then access the "New Name" option to enter your name as "2FAST4U?". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NFL BLITZ 2000

Secret Codes

At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Fast Turbo" code, (0-3-2-Left) press Turbo zero times, Jump three times, Pass twice, then press Left. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.

Always Receiver—2-2-2-Right
Always Quarterback—2-2-2-Left
Big Football—0-5-0-Right
Big Head—2-0-0-Right
Display Field Goal %—0-0-1-Down
Display punt hang-time meter—0-0-1-Right
Fast Turbo—0-3-2-Left
Asphalt Field—3-0-1-Up
Astroturf Field—3-0-3-Up
Grass Field—3-0-0-Up
Snow Field—3-0-4-Up
Hide Receiver Name—1-0-2-Right
Hyper Blitz—5-5-5-Up
Infinite Turbo—5-1-4-Up
Late Hits—0-1-0-Up
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
Allow Stepping OB—2-1-1-Left
No Punting—1-5-1-Up
Team Playbook—1-0-0-Up
No Head—3-2-1-Left
Huge Head—0-4-0-Up
Invisible—4-3-3-Up
Power-up Blockers—3-1-2-Left
Power-up Defense—4-2-1-Up
Power-up Teammates—2-3-3-Up
Smarter CPU Opponent—3-1-4-Down
City Stadium—5-0-1-Left
Day Stadium—5-0-1-Down
Night Stadium—5-0-2-Down
Old Day Stadium—5-0-1-Up
Old Night Stadium—5-0-2-Up
Old Snow Stadium—5-0-3-Left
Roman Stadium—5-0-3-Left
Snow Stadium—5-0-3-Down
Dirt Stadium—3-0-2-Up
Super Blitzing—0-4-5-Up
Super Field Goals—1-2-3-Left
Super Passes—2-5-0-Left
Team Big Heads—2-0-3-Right
Team Tiny Players—3-1-0-Right
Night Game—0-2-2-Right
Tournament Mode—1-1-1-Down
Fast Turbo—0-3-2-Left
Fog—0-3-0-Down
Rain—5-5-5-Right
Snow—5-2-5-Down
Thick Fog—0-4-1-Down

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the code Left, Up, C, C, C, C, C, C, Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

- Flagstaff—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the Z button and press A.
- El Cajon—Hold the L and R buttons and press Up on the D-pad, then highlight "El Paso," hold the Z button and press A.
- Guadalupe—Hold the R button and press Down on the D-pad, then highlight "Vegas," hold the Z button and press A.

PAPERBOY

Secret Codes

Enter the following codes at the "Secret Codes" screen.

Hitting turbo gives Super-jump—A L L U M P
Hitting turbo gives s Turbo—G O F A S T
Throw papers backward—B A C K W A R D
Throw papers straight ahead—F R O N T S
Throw papers at random angles—R A N D O M
Throw papers at 90° angles—S I D E S
Jumbled sounds—J U M B L E
View all newspaper headlines when you start training mode—H E A D L I N E
Unlimited health—I N V I N C
Unlimited papers—N O B U N D L E
Tiny paperboy—L I T T L E
Near-sighted paperboy—M A G O O
Unlock all levels—O B V I O U S
Speed up the game—R U S H
Slow down the game—W A K I N G
Moon gravity (jump higher)—M O O N
All non-animated objects scream—S C R E A M
Silly collision sounds—T H U N K
Huge newspapers—S U N D A Y
Time clock is ignored—U N T I M E D

QUAKE

Debug Menu

Choose "Load" from the main menu; if you have a controller pak with Quake saves, press B to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes

Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with Quake II saves, press B to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press B to back out of the single-player menus and start a game in multiplayer mode to see the effects:

S3TC 00LC 0LOR S???—Changes the background colors
S3T1 NF1N 1T3S H0TS—Infinite ammo
S3TL 0WGR V1TY ???—Low gravity

RAINBOW SIX

Level Select

From the main menu, select "Quick Start," then enter the password "F Z J F T M R 2 G R Q" at the following screen and press A. If you entered it correctly a level select screen will appear.

255 Grenades

Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down Z to get ready to throw your last grenade. When the meter on the screen fills completely, let go of Z then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep Z held down and in a few seconds your grenade stock will be 255.

RAMPAGE WORLD TOUR

Stage Select

At the main menu or character-select screen, hold the L button and all four C buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the A button first to bypass the Rumble Pak message.) Press Left or Right to change cities and Up or Down to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock

extra characters:

S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N O T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time.

Cheat Menu

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RE-VOLT

Unlock All Cars & Tracks

At any time during a game, press B, A, Z, Z, B, L, A, C. You'll hear a special sound effect after entering it correctly.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.

B R O N Z E—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)

S I L V E R—Silver Class (In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked)

G O L D—Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked)

C H A M P—Champ Class (In Arcade Mode, all boxers are also unlocked)

Change Costume Colors

At the boxer selection screen, press C, C, C simultaneously to change the currently selected boxer's colors.

Change Cornerman's Voice

The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding C, C, C and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

C, C, C + Up—Irish accent

C, C, C + Left—New York accent

C, C, C + Right—African-American accent

C, C, C + Down—Hispanic accent

RESIDENT EVIL 2

Cheat Codes

From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.

Invincibility—Down, Down, Down, Down, Left, Left, Left, L, R, L, C, C, C
Infinite Ammo—Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, C, C, C

RIDGE RACER 64

Secret Caddy Car

From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes

Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code:

Unlock all levels and fast bikes—C, C, C, C, C, L, R, C, Z
Unlock Scooter level—C, C, C, C, X, X, L, C, C
Unlock Cop Mode—Z, C, C, C, Z, L, R, C, C

ROADSTERS TROPHY

Secret Codes

At the Driver Select screen, press Z to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code. Anyway—Race circuits in any direction. Gimme ALL—Unlock all cars and circuits.

fastBUCKS—Start with \$250,000.

EasyMoney—Start with \$1,000,000.

Trophies—Start with Division 2 and 3 trophies. (Note the space before the "T")

Smurfing—All voices become high-pitched.

BigWheels—Cars have huge wheels.

Skywalker—Cars have lens flares instead of wheels.

Car Radio—Cars become tiny.

Chopper—Different camera angle.

Extra rez—High resolution setting becomes unlocked in the Options menu.

ROCKET: ROBOT ON WHEELS

Secret Codes

During gameplay, press START to pause, then enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully.

All vehicles—Up, Down, Z, R, Left, Up, Down, Left, Down, Down

Heavier rocket—Up, Right, Right, R, Right, R, Z, R, Up

Low friction—Up, R, R, Left, Z, Z, Down, Left, Up, Right

Low gravity—Z, R, Z, R, Down, R, R, Right, Right, R

Super Grab Field—Down, Left, Right, Z, Down, Right, Down, Down, Down, Left

Super Speed—Z, Right, Down, Up, Down, R, Up, Down, Left, Up

SAN FRANCISCO RUSH

Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8 D P S K G 5 L 4 G 5 9 P
G 2 W V C Q Y O D R D Q

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the Z button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team Rush" Formula 1 racer.

Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

- 1) At the Select Car screen, hold C, press Z, release both, tap Left on the D-pad, then press B three times to return to the main menu.
- 2) Choose "Setup," at the setup screen, hold C, press Z, release both, tap Up on the D-pad, then press B to return to the main menu.
- 3) Choose "One Race" again; at the Select Track screen, hold C, press Z, release both, tap Right on the D-pad, then press A to advance to the Select Car screen.
- 4) At the Select Car screen, hold C, press Z, release both, tap Down on the D-pad, then the L button, then the R button; you'll hear a signal to confirm the code. Now press B to return to the Select Track screen, where you'll find that Track 7 is now available.

"Setup" Screen Cheats

Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio"):

- To disable the in-game timer, hold Z and enter the following code: Hold C, press C, release both, hold C, press C.
- To disable the automatic auto-battle feature, press the C button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.
- To disable vehicle collisions (you can drive right through the other cars) press Left, then hold Right on the D-pad and press C, then release both and press C, C, C, Z.
- To change the game's detailed polygon textures into flat shades of color, hold C, press L, release both, press Z, hold C, press L, release both, press Z.
- When your car crashes, you will return to the closest possible spot near the crash if you hold the Z button at the Setup menu and enter the following code: Hold C, press C, release both, hold C, press C.
- To turn all of the traffic cones in the game into mines, press L, R, L, R, L, R.
- To turn the courses upside-down, press Up, Right, Down, Left, Down, Right, Up, Left.
- To change the game's gravity, hold Z, press



Up, Down, then release Z and press Up, Down, Up, Down. Repeat the code up to three times for three different gravity settings.

"Select Car" Screen Cheats

Each of the following codes works at the "Select Car" menu:

- To change the height of your car, hold C, press C, release both, hold C, press C. Repeat up to four times for different heights.
- To change the size of your vehicle's front tires, hold C, press C, release both, hold C, press C. Repeat the code for different tire sizes.
- To change the size of your vehicle's rear tires, hold C, press C, release both, hold C, press C. Repeat the code for different tire sizes.
- To start your vehicle on fire, hold C and press Z four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.
- To change your car into a mine, press C, C, Z, C, C, Z, C, C, Z, C, C.
- To change the color of the fog in the game, hold Z and press C three times; repeat the code to get different colors.

Extra Camera Angles

While driving with one of the two "external" camera angles, hold the L button and press Up or Down on the D-pad to change the distance between the camera and your vehicle.

Drive at Night

During the game, press START to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing Left or Right. If you hold all four C buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

SNOWBOARD KIDS

Cheat Code

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press Down, Up on the analog joystick, then Down, Up on the D-pad, then C, C, L, R, Z, then Left on the D-pad, C, Up on the analog joystick, B, Right on the D-pad, C, START; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code

At the title screen, carefully enter the following code: Press Z, B, C, Down on the D-pad, Left on the analog joystick, Right on the analog joystick, Up on the D-pad, R, Z, A. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SOUTH PARK

Cheat Menu

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions

When the DMA logo appears at the beginning of the game, hold the A button to change the logo animation to a slightly different sequence. Hold the B button instead for a longer logo scene.

Stage Select

At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.

- Unlock all Euro Eden levels—Up, Down, L, Z, Down, Up, Z, Down
- Unlock all Arctic Kingdom levels—Up, Down, Z, L, Down, C, Z, Down
- Unlock all Desert Adventure levels—Up, Down, L, Z, Down, Left, Z, Down
- Unlock "Big Celebration Parade"—Up, Down, L, Z, Down, Right, Z, Down
- Unlock secret shoot-'em-up level—Down, Up, Z, L, Down, Left, Z, Down

STAR WARS: EPISODE I RACER

Cheat Menu

Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the Z button and pressing L to select each letter. Note that this procedure is not the same as choosing letters with the A button; if you hold Z and select letters with L, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold Z as you highlight "END" and press L; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release Z and enter your initials. Next, start a race and press START to pause. At the pause menu, press Left, Down, Right, Up on the D-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press A to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:

- Hold Up on the D-pad to fast-forward
- Hold Down on the D-pad to reverse at high speed
- Press Right on the D-pad to self-destruct
- Hold Left on the D-pad to make your vehicle invisible
- Hold Z + Left on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

Special Control Scheme

Using the procedure described above under "Cheat Menu", enter the passcode "R R D U A L" at the "Please Enter Your Initials" screen and remember to choose "END" with the Z and L buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing Up on the joystick propels you forward, press Down to steer. The controller ports are assigned as follows:

Player 1, left pod: Controller 1

Player 1, right pod: Controller 3

Player 2, left pod: Controller 2

Player 2, right pod: Controller 4

Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on. For best results, make sure you have all of the necessary controllers connected to the N64 before you turn the machine on.

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

- A C E—Higher difficulty
- B L A M E U S—Group shot of developers
- C H I C K E N—Access bonus level
- C R E D I T S—See the game's credits
- D E A D D A C K—Unlocks all stages at the Select Level screen
- D I R E C T O R—Enables "Showroom" menu at the Options screen
- F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
- H A R D R O C K—Alternate title screen (start a game and quit to see it)
- I G I V E U P—Infinites lives
- K O E L S C H—Changes the V-Wing into an automobile
- M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
- R A D A R—Alternate radar
- T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected
- T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press Up to access the TIE Interceptor
- Unlock Naboo Starfighter
- Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X" and select "Enter Code," then enter the code "I Y N G W

I E I" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships.

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode

Enter your name as "_Wampa__Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press START to pause; when the pause menu appears, hold L + R + Z + C + C + C + C + Left on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use L and R to scroll through the different cheat codes and press A, B or START to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
 - Invincibility
 - 50 lives
 - Sleepy villains (press Up on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press Down to deactivate.)
 - Kill Dash
 - Teleport (to another location in the current stage)
 - (Skip to) Next level
 - (Restart) This Level
 - (Return to) Previous Level
 - Wall Ghost (Press Up on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors. Press Down to deactivate.)
- You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press START to pause, then hold Left + L + R + Z + C + C + C; with all of those buttons held down, press Up and Down on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter your name as "_Wampa__Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press START to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold C and press Up, then press C repeatedly until you see an over-the-shoulder view of an AT-ST. Press Left or Right on the D-pad to steer it or hold Up to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press C to toggle between the snowspeeder and the AT-ST.
- In the "Escape from Echo Base" stage, hold C and press Left on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog

stick while playing as the Wampa. Use the D-pad to control the Wampa; hold Down to attack. Once the code is in place, press C to switch between Dash and the Wampa.

- Also in the "Escape from Echo Base" stage, hold C and press Right on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold Down to fire. Once the code is in place, press C to switch between Dash and the Snowtrooper.
- In the "Gall Spaceport" stage, hold C and press Left on the D-pad to control a Wampa or Right on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape from Echo Base" above.
- In the "Imperial Freighter Suprosa" stage, hold C and press Right on the D-pad to control a Stormtrooper as described above.
- In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold C and press Right on the D-pad to control one of Prince Xizor's armored guards.

See the Ending

Enter your name as "_Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press START to return to the title screen; when it appears, point the analog joystick in the Up/Right position to see a photo of the game's creators.

SUPERCROSS 2000

Secret Codes

At the Select Event screen, press C. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."

N O C R A S H—The bikes never crash
B 1 G B 1 K 3 S—The bikes are big
G I A N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M O O N—Moon gravity
M 4 R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T O—Pluto gravity
H O P—Add hop button
M O R 3 C 4 M 5—Extra camera modes
N O R 1 D 3 R S—No riders on bikes
H 3 A D L 3 S S—Headless riders
B L O C K M 3—Opponent riders get in your way
N O O F F T R 4 C K—No more off track
S K 1 P P I N G O K—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc.—press C, C, C, C; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:

- To skip the current level, press START to pause the game, then press C, C
- To refill your energy meter, press START to pause the game, then press Z, R
- To refill your super-speed ability, press START to pause the game, then press R, Z
- To refill your freezing breath ability, press START to pause the game, then press Z, L
- To refill your heat vision ability, press START to pause the game, then press R, L
- For super punching ability, press START to pause the game, then press L, Z



TARZAN

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick): Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down. A new menu item, "Cheats" will appear. After entering this menu, you can press Right and Left to cycle through the different lists of stages.

TETRISPIRE

Secret Scene

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the RESET button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the RESET button.

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C and C and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or "Puzzle" game modes; you'll find that you can now choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C and C and press the L button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

TONY HAWK'S PRO SKATER

Cheat Codes

At any time during gameplay, press START to pause the game, then hold down L and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a cheat code. You may have to restart a game or back out to the main menu to see some codes' effects.

Slow motion—Down, Down, C, C, Left
Fast motion—Right, Up, Down, Down, Up, Down

High speed—C, Left, C, C, Up, Down, Right

Add "Skip to Restart" menu item—C, C, C, Up, Down

10 point stats—C, C, Left, Up, C
13 point stats—C, C, Left, Up, Down

Score x10—Down, Right, Up, Right, Up, Left, C

Obtain all tapes—C, Left, Up, C, C, Right, Down, Up

Perfect balance—C, C, Left, C, Right, Up, Down

Girl's picture—C, C, C, C, C, C

TOP GEAR RALLY 2

Secret Codes

Enter any of the codes below at the main menu. You may disable a code by entering it a second time. For the Hi Res Mode code, an expansion pak is required.

Hi Res Mode—C, C, Left, L, L
Chubby World View—Z, C, L, Up, Right

No Depth View—Z, C, R, Up, Right
Speed Warp View—Z, C, R, Up, Right

Speed Based Aspect Ratio—Z, C, L, Up, Right
Introduced AI Cars—C, C, Right, Right, Down

No Damage or Failures—L, Z, START, Up, Up
Bouncy Cars—C, C, R, Up, Left

Award 100,000 Sponsor Credits in support van—L, Z, START, L, L
Award maximum Championship Points in support van—L, C, Left, L, L

Repair all car damage in support van—L, Z, R, L, START
Toxic Waste Dump—C, C, R, L, Up
Upside-Down World—C, Z, START, Up, Down

Spinning World—R, C, R, Up, Right

Real Hills—L, Z, Left, Up, START

Shadow Racer—C, Z, Right, Up, Z
Tall Car—C, Z, START, Left, Down

Long Car—C, C, Right, Left, Left
Giant Car—R, C, R, Left, Up

No Tires—R, C, R, Down, Down
Tires Only—C, Z, Right, Left, Right

Monster Tires—C, C, Right, Down, Up
Cylinder Tires—C, Z, Right, Down, Right

Wobble Tire—R, C, START, Down, Z

TOY STORY 2

Level Select

At the main menu, press Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

TRIPLE PLAY 2000

Cheat Codes

At any time during the game, enter any of the following codes to affect the score, the ball/strike count or the number of outs:

• Three ball count—Hold L + R + Z and press Up, Down during the game

• Three outs—Hold L + R + Z and press Down, Up during the game

• Add one run to home team's score—Hold L + R + Z and press C, C

• Add one run to the visiting team's score—Hold L + R + Z and press C, C

Special Sounds

After hitting a home run during a game, press C, C or C to hear the fans salute you with horns and whistles as you round the bases.

TUROK: DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Show Credits").

R B N S M T H—Invincibility
L K M B R D—Fly mode (use L + R to fly through the air; you can also walk through walls)

T H S S L K S C L—Spirit Mode
C M G T S M M G T S—All Weapons *

B L T S R R F R N D—Unlimited Ammo *
F R T H S T H T T R L S C K—Infinite Lives

G R G C H N—Big Head Mode **
D N C H N—Tiny Enemy Mode

D L K T D R—Pen and Ink Mode
L L T H C L R S F T H R N B—Purdy Colors

S N F F R—Disco Mode (enemies don't attack)
C L L T H T N M T N—Quack Mode

T H B S T—Gallery (view the characters)
F D T H M G S—Show Credits ***

N S T H M N D N T—Show Enemies (on map)
"The Big Cheat"

At the "Enter Cheat" menu, input the code "N T H G T H D G D C R T D T R K". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

TUROK 2: SEEDS OF EVIL

Cheat Codes

Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off.

U B E R N O O D L E—Big Head mode
H O L A S T I C K B O Y—Stick mode

S T O M P E M—Big Hands and Feet mode
P I P S Q U E A K—Tiny mode

I G O T A B F A—Pen and Ink mode
L I G H T S O U T—Blackout mode

F R O O T S T R I P E—Fruity Stripe mode
W H A T S A T E X T U R E M A P—No textures

H E E R E S J U A N—Juan's Cheat
A A H G O O—"Zach Attack Cheat"

O N L Y T H E B E S T—Warp to credits
B E W A R E O B L I V I O N I S A T H A N D—

Unlocks all cheats

VIGILANTE 8

Cheat Codes

Choose "Passcode" from the Options menu and enter any of the following codes to get different effects:

A _ M O O N _ G E T A W A Y—Reduce gravity

LIVING FOREVER—Invincibility

M I X _ M A T C H _ C A R S—Allows multiple players to choose same vehicle, and to choose vehicle belonging to enemy gang in two-player Quest mode

M I S S I L E _ A T T A C K—Enhanced missile
I _ A M _ T O U G H _ G U Y—Hardest difficulty level

G O _ R E A L L Y _ S L O W—Slow motion mode

M A X _ R E S O L U T I O N—Ultra high-res display mode

F I R E _ N O _ L I M I T S—No weapon delay when firing

L E V E L _ S H O R T C U T—Unlocks Sand Factory and Secret Base levels

G A N G S _ U N L O C K E D—Unlocks all vehicles except flying saucer

G I M M E _ D A _ A L I E N—Unlocks flying saucer

J T B T 7 C F D 1 L R M G W—Unlocks everything

P O P U L A T I O N _ O U T—After entering this code, select Arcade mode. Select a location, then choose your player. At the "Choose Enemies" screen, change the number for each enemy to "-"; this will eliminate all of the enemies. Press A to accept and start the game.

L O N G _ S L I D E S H O W—After entering this code, select "Game Status" from the Options menu and highlight any of the unlocked characters. Press A to activate an uninterrupted slide show for all of the characters. Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Once you activate the slide show, you cannot back out of it unless you switch off the N64.

just as the main menu appears if you've performed the code correctly.

Unlock Trial mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock Max Power Mode—L, C, C, C, C, C, C, C, C, C, L + START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C and press START.

**3XTREME****Cheat Codes**

At the main menu, highlight "memory card" and press **Right** or **Left** to access the "codes" option. Now you can enter any of the following codes to access special features:

trixy—Unlock all courses in Freestyle mode

voyeur—Unlock all courses in Exhibition mode

astronem—Unlock three alien characters

whitelin—Unlock white car

redlin—Unlock red car

bluein—Unlock blue car

lugnut—Unlock Lug Nut (like Frankenstein)

dominiqu—Unlock Dominique (like Bride of Frankenstein)

tp—Unlock TP (mummy)

AKUJI THE HEARTLESS**Debug Menu**

Pause the game, then hold **L2** or **R2** and press **Left**, **Up**, **Up**, **△**, **Right**, **□**, **Left**, **△**, **Up**, **Down**, **Right**, **Right**. This gives you access to the level select menu.

Invincibility

Pause the game, then hold **L2** or **R2** and press **Right**, **Right**, **Left**, **△**, **X**, **Up**, **□**, **Left**.

Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left**, **△**, **Left**, **Left**, **□**, **Left**, **△**, **Right**, **□**, **Up**, **Up**, **Down**.

ALEXI LALAS INTERNATIONAL SOCCER**Unlock Secret Teams**

From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. You'll hear a special sound effect after entering a correct code. When you unlock the first secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear within the Secret category.

Brazil 1970—**R1**, **R1**, **Right**, **Right**

Die Mannschaft—**R2**, **R2**, **Right**, **Right**

England 1966—**L1**, **L1**, **Left**, **Left**

All Time—**L2**, **L2**, **Right**, **Right**

Aus Asia Stars—**R1**, **Up**, **Up**, **Right**, **Right**

Africa Stars—**R2**, **Up**, **Up**, **Right**, **Right**

Orange—**L1**, **Up**, **Up**, **Right**, **Right**

Azzur—**L2**, **Up**, **Up**, **Right**, **Right**

ALIEN TRILOGY**Level Skip**

Go to the password screen and enter the password "G0LV1" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "G0LV134.") Highlight "Accept" and press the **X** button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. Enter the password "G0LV135" to see the ending of the game.

Cheat Mode

Enter "IG0TP1NK8C1DB00T50N" as your password; highlight "Accept" and press the **X** button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

ANDRETTI RACING**Secret Cars**

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black team Andreotti vehicle.

Secret Options Menu

At the Pause menu, highlight "Race Statistics", hold the **O** button and press **X**. You'll get a secret menu that allows you to adjust many different parameters of the race, including drafting, tire wear, centrifugal force and the speed of your opponents' cars.

APOCALYPSE**Cheat Codes**

At any time during the game, press **START** to pause, then enter any of the following codes:

Invincibility—Hold **L1**, press **Down**, **Up**, **Left**, **Left**, **△**, **Up**, **Right**, **Down**

All Weapons—Hold **L1**, press **□**, **□**, **Up**, **Down**, **X**, **□**

Infinite Lives—Hold **L1**, press **△**, **O**, **X**, **□**

Restore Health—Hold **L1**, press **X**, **△**, **O**

See Programmers' Debug Info—Hold **L1**, press **Down**, **Down**, **△**

Stage Select—Hold **L1**, press **△**, **Up**, **X**, **Down** (this code adds a stage-select option to the "Paused" menu as well as the main menu)

ARMORED CORE: MASTER OF ARENA**Fix Camera's Position**

At any time during gameplay, press **O** + **X** + **START**. The game will pause. When you press **START** again to unpaue, the camera will be fixed at its current position. Pause and unpaue the game once more to return the camera to its normal behavior.

First Person Camera View

At any time during gameplay, press **△** + **□** + **START**. The game will pause. When you press **START** again to unpaue, the camera will move to a first person view. Pause and unpaue the game once more to return the camera to its normal behavior.

ARMORED CORE: PROJECT PHANTASMA**Fixed Camera**

While in the middle of a mission, hold **O** + **X** and press **START** to pause the game. Press **START** again to return to the game and the camera will stay fixed in place. Pause and unpaue the game to return the camera to normal.

1st Person View

While in the middle of a mission, hold **△** + **□** and press **START** to pause the game. Press **START** again to return to the game; the camera will now give you a first-person view. Pause and unpaue the game to return the camera to normal.

Change Raven's Nest Background

From the main menu, select "Garage", then select "Edit Emblem". While you are in this mode, hold **L1** + **R1** and press **SELECT**. The background texture will change to whatever is the current emblem.

ARMY MEN: AIR ATTACK**Passwords**

Unlock all Copilots—**Up**, **Down**, **Up**, **Down**, **Up**, **Down**, **Up**, **Down**

Unlock bonus ending cinematic—**□**, **Down**, **X**, **Down**, **Right**, **Right**, **Up**, **Up**

Mission 2—**X**, **Down**, **Left**, **Left**, **□**, **O**, **Right**

Mission 4—**Down**, **Down**, **□**, **□**, **Left**, **Right**, **O**, **X**

Mission 5—**Right**, **Right**, **X**, **O**, **Down**, **Up**, **Down**, **Up**

Mission 7—**□**, **O**, **X**, **□**, **Left**, **Up**, **Right**

Mission 8—**Right**, **Down**, **Left**, **Up**, **△**, **Down**, **Up**, **Down**

Mission 9—**O**, **O**, **Right**, **Up**, **Right**, **Up**, **X**, **X**

Mission 10—**X**, **Down**, **Down**, **Down**, **Down**, **X**, **Left**, **Right**

Mission 11—**△**, **Up**, **O**, **Down**, **□**, **Left**, **X**, **Right**

Mission 12—**Up**, **Up**, **△**, **Left**, **Left**, **O**, **O**

Mission 14 (2-player)—**Left**, **Down**, **Left**, **Down**, **□**, **O**, **□**

Mission 15—**□**, **Right**, **Left**, **O**, **O**, **Up**, **Down**, **□**

Mission 16—**Down**, **Up**, **Down**, **Up**, **△**, **O**, **△**, **O**

ARMY MEN: SARGE'S HEROES**Unlock All Levels**

At the main menu, hold **L1** + **R1** + **□** and press **Up**, **Down**, **Left**, **Right**. After entering the code correctly, you'll hear a special sound effect.

All Weapons & Infinite Ammo

At any time during gameplay, press **START** to pause, then press **□**, **O**, **R1**, **L1**. You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

ASTEROIDS**Cheat Codes**

Enter any of these codes at the title screen while the words "PRESS START" are flashing:

Unlock Secret Excalibur Ship—Hold **SELECT** and press **△**, **O**, **O**, **△**, **□**, **□**

Stage Select/Invincibility—Hold **SELECT** and press **□**, **△**, **O**, **△**, **□**, **O** (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)

Unlock "Classic Asteroids" Game—Hold **SELECT** and press **O**, **O**, **O**, **△**, **□**, **□**, **O**

"Classic Asteroids" Codes

While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:

One extra life—**Up**, **Down**, **Left**, **Right**, **O**, **□**, **X**, **△**

99 Lives—**Up**, **X**, **Down**, **△**, **Left**, **□**, **Right**, **O**

Invincibility—**Down**, **Down**, **Up**, **O**, **□**, **△**, **△**

BATMAN FOREVER: THE ARCADE GAME**Batman's Special Moves & Combos**

Lunge Grab—**→** + **Punch**

Hop Kick—**→** + **Kick**

Uppercut—**↓** + **Punch**

Sliding Kick—**↓** + **Kick**

Roundhouse Kick—**←** + **Kick**

Block—Hold **Punch** + **Kick** (Move **D-pad** to evade)

Taser Combo—With taser, **Hop Kick**, **Hop Kick**, **Hop Kick** (repeat)

Long Combo—**Roundhouse Kick**, **Punch**, **Punch**, **Sliding Kick**, **Kick**, **Uppercut**, **Punch**, (repeat **Sliding Kick**, **Kick**, **Uppercut**, **Punch** until frenzy)

Robin's Special Moves & Combos

Palm Strike—**→** + **Punch**

Flick-Flack—**→** + **Kick**

Flash Kick—**↓** + **Kick**

Reverse Flash Kick—**←** + **Kick**

Jump Kick—**Jump**, **Kick** (no kiding)

Twist Kick—**Jump**, **↓** + **Kick**

Block—Hold **Punch** + **Kick** (move **D-pad** to evade)

Taser Combo—With taser, **Flick-Flack**, **Flick-Flack**, **Flick-Flack** (repeat)

Long Combo—**Flash Kick**, **Punch**, **Punch**, **Kick**, **Kick**, **Punch**, **Punch**, **Flash Kick** (repeat **Flash Kick** until frenzy)

Tips & Secrets

• If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the **Punch** button as the object nears you.

• If you select the **VR** bonus before entering Stage 4, you can destroy the helicopter easily by using the **VR** to freeze all of the enemies just as the helicopter appears. Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter.

• When the **Monarch Bat** makes its sweeping attack, press **Punch** + **Kick** to block; you won't take any damage. However, blocking will not protect you from the bat's fire attack.

• At the start of the game, if you jump on the hood of the **Batmobile** and stay there, you can prevent it from driving away so quickly.

BATTLETANX: GLOBAL ASSAULT**Secret Codes**

Enter any of the following codes from the "Input Code" screen within the "Game Setup" menu:

All tanks on—**T H R T N**

All weapons on—**S R T H M B**

Level Select on—**C K D R**

Lots of tank bucks on—**D P P C K T S**

Brandon gang on—**S M S L G N G**

Cassandra gang on—**N S T Y G R L**

BLACK DAWN**Secret Deathmatch Mode**

At the main title screen, hold **SELECT** + **R2** on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player **Combat** game, complete with "wraparound" screen.

Access All Levels

At the main title screen, hold **Left** + **L2** and press **SELECT**; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

Maximum Fuel & Ammo

Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, **△**, **△**, **△**, **O**.

Acquire Wingman

Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, **□**, **□**, **□**, **O**.

Maximum Weapons

Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, **L1**, **L2**, **R1**, **R2**.

Upgrade Gun

Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, **L1**, **L1**, **R1**, **R1**.

Complete Current Mission

Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, **△**, **△**, **△**, **Down**, **Down**, **Down**.

BLAST RADIUS**Secret Levels**

At the main menu, press **L1**, **Left**, **L2**, **Down**, **SELECT**, **Left**, **Down**, **R2**, **R2**, **SELECT**, **Up**. You will hear a sound if done correctly. Enter the game and you will immediately have access to four secret levels. Note that this code cannot be used at the same time as any of the following three codes.

Programmer Backgrounds

At the main menu press **Down**, **Up**, **L1**, **Right**, **L1**, **Up**, **Right**, **SELECT**, **Right**, **R2**, **L1**, **L2**. You will hear a sound if done correctly. Now you can see the programmers' faces floating in space (if you have not already entered the **Secret Levels** code; see note above).

Powered Up Ships and Sector 5

At the main menu press **Right**, **L1**, **Up**, **Up**, **Down**, **Right**, **R2**, **L2**, **R2**, **Down**, **Up**, **Down**. Select any ship, start the game, then quit out of the game. Now all ships will be powered up and Sector 5 will be available (if you have not already entered the **Secret Levels** code; see note above).

Wraith Ship and Sector 8

At the main menu press **Left**, **Right**, **L1**, **Left**, **Right**, **L1**, **R2**, **R2**, **Left**, **Right**, **Up**. This code may not work if you have already entered the **Secret Levels** code (see note above).

BOMBERMAN WORLD**Secret Passwords**

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

3 6 3 6—Unlocks two extra stages in **Battle Game** mode

1 6 2 2—With this code in place, enter a **Battle Game** and choose **Stage 1 (Standard)** to play with all of the blocks removed

6 8 3 3—With this code in place, enter a **Battle Game** and choose **Stage 1 (Standard)** to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE**Secret Vehicles**

At the main title screen menu, hold **R1** + **L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an **F-16** and a stealth fighter.

BUGS BUNNY: LOST IN TIME**Unlock All Stages**

At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2** + **R1** and press **X**, **□**, **R2**, **L1**, **O**, **X**, **□**, **□**. You'll then be able to enter any stage.

BUST-A-MOVE 4**Secret Codes**

Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one:

• **Access All Characters**—**Right**, **Right**, **△**, **Left**, **Left**

This code unlocks all of the hidden characters—**Monsta**, **Woolen**, **Maita**, **Packy**, **Dreg** and **Madam Luna**—if you haven't already earned them.

• **Tarot Reading**—**Up**, **△**, **Down**, **△**, **Up**

This code adds a new option called "Tarot Reading" to the Option menu.

• **"Ura" Puzzle Mode**—**△**, **Left**, **Right**, **Left**, **△**

This code gives you a completely different collection of puzzles in the game's "Puzzle" mode.

• **"Talk Demo" Mode**—**□**, **Up**, **Left**, **Down**, **Right**, **Up**, **□**, **Down**, **Left**, **Up**, **Right**, **Down**, **□**

Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

CENTIPEDE**Unlock All Stages**

Choose "Adventure" from the main menu. When the stage select screen appears, press **R1**, **R1**, **R2**, **R1**; now you can choose any stage.

Extra Lives

Start a game in **Adventure** mode, then press **START** to pause. At the pause screen, press **L1**, **L1**, **L2**, **L1**; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the **D-pad** at the "Paused" screen.

**CHAMPIONSHIP BASS****Passwords**

Level 8—QSP% n@jhfnWv
 Level 9—QSP% n@jhfkms
 Level 10—CedW1zxtvSHk

**CHAMPIONSHIP MOTOCROSS
FEATURING RICKY CARMICHAEL****Secret Codes**

From the main menu, select "Championship," then press X twice to reach the "Name Entry" screen. Enter any of the passwords below at this screen. Note the spaces between words. Unlock all classes—ALL EVENTS
 Unlock all tracks in Single Race mode—DIRT TRACKS
 Big head—GROSSE TETE
 Unlock Fox Movie in "Extras" screen—LIVE ACTION

CIRCUIT BREAKERS**Unlock All Tracks**

At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press L1 + L2 simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.
Backwards Tracks
 At the track selection screen, press L2 + R2 + X + Down simultaneously. A U-turn arrow will flash on the screen.

COLIN MCRAE RALLY**Cheat Codes**

From the main menu, select "Championship," "Rally," or "Time Trial." Then select your drive train and car and select "Continue." When the "Enter Your Name" screen appears, input any of the codes below as your name. You'll hear a voice say "Cheat code enabled" upon entering a correct code. The Jelly car code does not work in Championship mode.
 Race at night—NIGHT RIDER
 Race in fog—PEASOUPER
 60 fps mode—SILKY SMOOTH
 Fast acceleration—BUTTON BASH
 Double engine power—MORE OOMPH
 High-pitched co-driver—HELIUM NICK
 Turbo boost—KIT CAR
 Rear wheel steering—FORKLIFT
 Four wheel steering—TROLLEY
 Low gravity—MOONWALK
 Unlock all courses—OPENROADS
 Unlock all cars—SHOEBOXES
 Small cars—IDDY CARS
 Hovercraft cars—HOVERCRAFT
 Metallic cars—TINFOILED
 Jelly car—BLANCMANGE
 Mirror tracks—WHITEBUNNY

COLONY WARS III: RED SUN**Secret Passwords**

From the main menu, select "Logon." At the Logon menu, press R2, R2, L2, L2, R1, R1, SELECT, SELECT. After entering the code correctly, a new item called "Cheat" will appear in this menu. Within this screen you can enter any of the following passwords. After entering a correct password you must select "Accept Password." Note the uppercase characters and spaces in some of the passwords.
 Enable "Complete Mission" and "Fail Mission" items in pause menu—Quickie
 Enable "Hub Selection" item in the Logon menu—Move House
 Weapons never overheat—ROCKWROK
 Invincibility—Awrate
 Infinite ammo for secondary weapons—Sly N Devius
 Infinite afterburner—Jalferezi
 All parts available for purchase—Armoury
 All ships available for purchase—Greyam Beard
 All parts and ships cost 0 CR—Break and Enter
 Own all parts—Big Daddy

COOL BOARDERS 4**Secret Codes**

From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."
 Unlock all Mountains—I CHEAT
 Unlock all Special Events—MSPICIAL

COURIER CRISIS**Secret Characters**

Choose the memory card icon from the main

menu, then select "Load" and access the "Password" option. Enter the password "SAVAGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.

CRASH BANDICOOT**Password**

Enter the following special password to gain access to any stage with all gems and keys collected:

△△△△×□△△
 △△×△×△×△
 △△△△××××

CRASH BANDICOOT 2**CORTEX STRIKES BACK****10 Extra Lives**

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.
 To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the O or R1 button to lift his legs up and allow the spikey guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.
Bring Back Bosses
 If you've already defeated a boss but you want to fight him again just for fun, hold the △ button when using the platform to move between the different floors of the warp room.

CRASH BANDICOOT: WARPED**Secret Stages**

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.
 In Level 31: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to Level 32: Eggipus Rex.

CRASH TEAM RACING**Secret Codes**

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."
 Unlock Penta Penguin—Hold L1 + R1 and press Down, Right, △, Down, Left, △, Up
 Unlock Ripper Roo—Hold L1 + R1 and press Right, O, O, Down, Up, Down, Right
 Unlock Dr. N. Tropy—Hold L1 + R1 and press Down, Left, Right, Up, Down, Right, Right
 Unlock Papu Papu—Hold L1 + R1 and press Left, △, Right, Down, Right, O, Left, Left, Down
 Unlock Komodo Joe—Hold L1 + R1 and press Down, O, Left, Left, △, Right, Down
 Unlock Pinstripe—Hold L1 + R1 and press Left, Right, △, Down, Right, Down
 Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold L1 + R1 and press Right, Right, Left, △, Right, Down, Down
 Super Turbo Pads—Hold L1 + R1 and press △, Right, Right, O, Left
 Infinite Bombs—Hold L1 + R1 and press △, Right, Down, Right, Up, △, Left
 Infinite Wumpa Fruit—Hold L1 + R1 and press Down, Right, Right, Down, Down
 Infinite Masks—Hold L1 + R1 and press Left, △, Right, Left, O, Right, Down, Down
 Invisibility—Hold L1 + R1 and press Up, Up, Down, Right, Right, Left, Right, △, Right

CROC: LEGEND OF THE GOBBOS**Password**

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected: LLLDDRLLDRDLUR

CROC 2**Cheat Menu**

At the title screen, hold L1 and press △, Left, Left, Right, □, Up, Up, Left, O. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing L2 + R2 simultaneously.

Infinite Crystals

At the title screen, hold L1 and press □, □, O, Down, Left, Right, Left, Right. You'll hear a sound effect to confirm the code. With this code in place, hold R2 at any time during the game and press □ to add 100 crystals to your total, up to 9,999.

CYBER TIGER**Passcodes**

To reach the Passcode screen, press O at the "Courses" screen.
 Unlock Cyber Badlands—H A R E S O
 Unlock Cyber Canyons—N A M O P I
 Unlock Cyber Sawgrass—S E C A R E
 Unlock Cyber Summerlin—P O R A S O
 Unlock all courses—P O Q A K I

DARKSTALKERS 3**Play as Soul Stealer**

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors Talbain

At the character-select screen, highlight Talbain, hold the SELECT button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the SELECT button and press any button.

DEMOLITION RACER**Cheat Code**

At the main menu, press X, X, □, □, △, △, O, O. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

DIE HARD TRILOGY 2: VIVA LAS VEGAS**3rd Person Mode Cheats**

At any time during gameplay in one of the "third person" levels, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.
 Skeleton mode—O, □, △, △, □, O
 Pop top mode—□, □, O, O, R1, R1
 Big head mode—R1, R1, L1, L1, △, △
 Electric mode—□, □, L1, L1, R1, R1
 Invincibility—△, △, O, O, L1, L2
 All weapons—L1, L1, R1, R1, O, O
 Infinite ammo—□, □, O, O, L1, L1
 Disable laser sight—L1, L1, △, △, L1, L1
 Slow rockets—L1, R1, L1, △, □
 First Person View—O, O, △, △, □
Gun Mode Cheats
 At any time during gameplay in a Gun level, press **START** to pause the game, then enter any of the codes below. The words "Cheat En-

abled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—△, △, O, O, L1, L2
 All weapons—L1, L1, R1, R1, O, O
 Infinite ammo—□, □, O, O, L1, L1

Auto reload—□, □, △, △, O, O
 Slow motion—△, L1, △, L1, △, L1
 Slow rockets—L1, R1, L1, △, □

Driving Mode Cheats

At any time during gameplay in a Driving level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—△, △, O, O, L1, L2
 Infinite Nitro—L1, L1, R1, R1, O, O
 Infinite time—L1, R1, □, □, R1, L1

Rain mode—□, □, L1, L1, △, O
 Invisible car body—L1, R1, R1, L1, L1, R1

Debug Menu

At the main menu, press L1, L1, O, O, □, □. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

DRIVER**Cheat Codes**

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.

- Credits (Watch the ending credits)—L1, L2, R1, R2, L1, R1, R2, L2, R1, L1, L2, R1
- Invincibility—L2, L2, R2, R2, L2, L2, L1, R2, R1, L2, L1
- Immunity (Police never chase you)—L1, L2, R1, R1, R1, L2, L2, R1, R1, L1, L2, R2
- Rear Wheel (Car has rear wheel drive)—R1, R1, R1, R2, L1, R2, L1, R2, L1, L2, R1
- Minis (Cars appear much smaller)—R1, R2, R1, R2, L1, R2, L1, L1, L2, L2
- Stills (Extremely long suspension)—R2, L2, R1, R2, L2, L1, R2, R2, L2, L1, R2, R1
- Antipodean (Screen appears upside-down)—R2, R1, L2, L1, R2, L1, R2, R2, L2, L1

DUKE NUKEM: TIME TO KILL**Cheat Codes**

Press **START** during the game to pause, then enter any of the following codes at the pause screen:
 Invincibility—L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT
 Invisibility—L1, R1, L1, R1, L1, R1, L1, R1, R1
 Double Damage—L2, R2, L2, R2, L2, R2, L2, R2
 Big Head—R1, R1, R1, R1, R1, R1, R1, R1, Up
 Tiny Head—R1, R1, R1, R1, R1, R1, R1, R1, Down
 Big Head Enemies—R1, R1, R1, R1, R1, R1, R1, R1, Left
 Tiny Head Enemies—R1, R1, R1, R1, R1, R1, R1, R1, Right
 Enable Level Select at main menu—Down, Down, Down, Down, Down, Down, Down, Down, Up
 All Weapons—L1, L2, Up, L1, L2, Down, R1, Right, R2, Left
 Unlimited Ammo—Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT
 All Inventory—R1, R1, R1, R1, R1, L2, L2, L2, L2
 All Keys—Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

DUNE 2000**Reveal Entire Map**

During gameplay, move the cursor to your team icons and press X at each icon in this order: □, O, X, △, △, □. If you enter the code correctly, the words "CHEATER!" will appear on the screen.

EAGLE ONE HARRIER ATTACK**Secret Codes**

From the main menu, select "Options," then enter any of the following codes. You'll hear a special sound effect after entering a correct code.
 Unlock all missions—R1, L1, R2, L2, **START**
 Infinite ammo—R1, L1, R2, L2, R1
 God mode—R1, L1, R2, L2, L1

**FEAR EFFECT****Cheat Codes**

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.

One-Hit Kills—L1, Δ, Up, Down, O, O, Δ, □, Down, R1

Expert Mode—Down, Down, Down, Δ, Down, Down, Down, □, Left, Right

Instant Puzzle Solutions—L1, Δ, Up, Down, O, O, O, Down, Down, Down, Up

Infinite Health—L1, Δ, Up, Down, O, O, Δ, □, Right, □

Max. Ammo—L1, Δ, Up, Down, O, O, Δ, □, Left, Δ

FIGHTING FORCE**Cheat Mode**

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold Left + L1 + R2 + □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

FIGHTING FORCE 2**Cheat Mode**

Hold L1 + L2 + R1 + Δ + Left and press X at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear. Choose any level and you'll find that you're partially invincible and have infinite ammo for any weapon you pick up.

FISHERMAN'S BAIT**Total Count List**

At the title screen, press Up, Up, Down, Down, L1, R1, L1, R1, X, O, START. Next, select "Options," then press SELECT. The Total Count List screen will appear.

FORSAKEN**Secret Cheat Menu**

At the main menu, highlight "Options" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

FROGGER**Stage Select**

During gameplay, press START to pause, then press Right, □, Δ, □, Δ, L1, R1, L1, O. When you return to the "Select Level" screen, all of the stages will be unlocked.

Infinite Lives

During gameplay, press START to pause, then press Right, □, Δ, □, Δ, X.

GHOST IN THE SHELL**Stage Select**

At the main menu, press R2, R1, □, □, Up, Down, □, □, R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO**Cheat Codes**

Press □ at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:

- Enter the name "WEYHE" to start with 9,999,990 points.
- Enter "BLOWME" to have your character's map coordinates displayed on the screen while you play.
- Enter "EATTHIS" to max out your "Wanted" level.
- Enter "THESHIT" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

GRAND THEFT AUTO: LONDON 1969**Secret Codes**

Start a new game. At the character-select screen, press □ to change your character's name to any of the following words. The effects of these codes are cumulative, so you can enter one code, then exit the game and

enter another to combine effects.

SWEENEY—Display coordinates on the screen

GRASS—No police

OLDBILL—Maximum filthometer

SIDEBURN—Bonus multiplier starts at x5

BIGBEN—Start with 9,999,990 points

MVICAR—Start with 99 lives

RAZZLE—Stage select

HAROLDHAND—Activates all of the above, plus all weapons with infinite ammo and all items

GRAND THEFT AUTO 2**Secret Codes**

From the main menu, select "Play," then press X again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.

Start with \$1,000,000—BIGSCORE

Start with all weapons and 99 ammo—NAVARONE

Start with x5 Multiplier—HIGHFIVE

No Police—LOSEFEDS

Display Coordinates—WUGLES

Area Select—TSALLUP

Start with unlimited health—LIVELONG

Start with maximum Wanted Level—DESIRE

ES

GUILTY GEAR**Extra Difficulty Level**

At the PlayStation logo screen, hold □ + R2 + L1 + Down while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.

Secret Characters: Testament and Justice

To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.

Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

HEART OF DARKNESS**Cheat Mode**

Hold L1 + L2 + R1 + R2 on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu; in the treehouse, you'll find that you can now access any stage from the "Load Game" option or any movie scene from the "Show Cinematics" menu.

HERCULES ACTION GAME**Passwords**

The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa

The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer

The Big Olive—Centaur, Shield, Hydra, Hercules head

The Hydra Canyon—Shield, Helmet, Shield, Soldier

Medusa's Lair—Archer, Pegasus, Archer, Centaur

Cyclops Attack—Helmet, Pegasus, Hercules head, Archer

Titan Flight—Soldier, Shield, Shield, Lightning

Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus

Vortex of Souls—Soldier, Lightning, Soldier, Centaur

Watch All Full-Motion Video Scenes

Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press START to exit.

HOT SHOTS GOLF**All Access Code**

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold L1 + L2 + R1 + R2 on Controller 2, then as soon as you see the screen flash bright white, quickly press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left on Controller 2. You must continue to hold all four L and R buttons during this process and you

must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

Mirror Courses

At the Course Select screen, highlight a course, hold L1 + L2, press X to lock in your selection and continue to hold L1 + L2 until the course loads. When it does, it will be a "mirrored" version of the normal course.

Mirror Characters

At the Character Select menu, highlight a golfer, hold L1 and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

HOT WHEELS TURBO RACING**Secret Codes**

Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time:

Unlimited Turbos—R2, L1, □, Δ, R1, L2, L1, R2

Small cars—□, R2, L2, Δ, Δ, L2, R2, □

Large tires—□, Δ, □, Δ, R1, R1, L2, L2

No graphic textures on cars—L1, R1, L2, R2, L1, R1, L2, R2

Alternate sound effects + announcer—R2, R1, L2, R2, □, Δ, L1, R1

Passwords

Highlight "Sign In" at the main menu and press Left or Right twice to access the Password option. Enter any of the following passwords to unlock different features:

PWDTST—Unlock all secret courses and secret vehicles except "Tow Jam"

TWJ M—Unlock "Tow Jam" vehicle

INVASION FROM BEYOND**Level Select**

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):

L1, R1, L2, R2, Δ, X, O, □, □, O, X, Δ

All Ships & Weapons

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):

L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up

IRRITATING STICK**Extra Lives**

To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press Right on the D-pad four times. Highlight "Tournament" and press Right on the D-pad once. Highlight "Course Edit" and press Left on the D-pad twice. Highlight "Option" and press Left on the D-pad six times. Now highlight "1P Play" and press X. You'll hear the crowd cheer to confirm the code.

JACKIE CHAN STUNTMAN**Unlock All Levels**

At the main title screen—while the words "PRESS START button" are flashing—press L2, □, Δ, O, X, R2; you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple.

All Dragons Collected

At the main title screen—while the words "PRESS START button" are flashing—press L1, R2, L2, R2, □, X, X; you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume.

Secret Video

At the main title screen—while the words "PRESS START button" are flashing—press Left, Right, R1, O, □, Δ, Δ; the words "Bonus Movie PRESS X" will appear. Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

JUDGE DREDD**Secret Codes**

To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:

!PEMON?—Deformed characters

?LOVEXY?—See the ending

IBEDSTRAW!—10 credits

IEKKIN—Invincibility

KAGERO: DECEPTION II**Sound Test**

When the words "Press Start" appear at the title screen, press R1 four times, then R2 six times; you'll hear a scream. Now you can find a new option called "Sound Test" at the main menu.

KNOCKOUT KINGS 2000**Secret Boxes**

From the main menu, select "Career" and enter any of the names below as your boxer's name. Note the spaces in some of the boxer names.

GARGOYLE

SHMACKO

ROSWELL

O

Q TIP

TIM DUNCAN

MARLON WAYANS

MERCECKO

JERMAINE DUPRI

ED MAHONEY

LUNAR: SILVER STAR STORY COMPLETE**Hidden Game**

Put the "Making of Lunar" CD in your PlayStation and turn it on. As soon as the video begins to play, press Up, Down, Left, Right, Δ, START. You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.

View All FMV Scenes

After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of Lunar" CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded.

MADDEN NFL 2000**Secret Codes**

Enter these codes at the "Secret Codes" screen under "System Options." You will receive confirmation each time a correct code is entered.

PAINFUL—More injuries

ROLLER GIRL—Fumbleproof

PICKED OFF—Prime time

EXPRESS BALL—No interceptions

SPRONG—Super jump

SMACK DOWN—Super stiff arm

FIRST 20—20 yards to first down

REFISH LIND—Blind referee

MINIME—David Vs. Goliath

QB IN THE CLUB—The QB is in the club

VERTIGO—Ball camera

WILD WEST—Dodge City: Old West Stadium

XMAS GIFT—Xmas Rush Stadium

COTTON CANDY—Tiburon Bros. Stadium

WEPUTTHERE—Tiburon Stadium

ITS IN THE GAME—EA Sports Stadium

MOJO BABY—All '60s team

LOVE BEADS—All '70s team

COWBOYS—Fantasy Team: Marshals

IN THE FUTURE—Fantasy Team: Industrial

15 MORE MIN—Great Game 1: '81 Dolphins

BUILD MONKEYS—Great Game 1: '81 Chargers

GAMALIGHT—Great Game 2: '76 Raiders

HACKCHEES—Great Game 2: '76 Patriots

TUNDRA—Great Game 3: '97 Packers

EARTH PEOPLE—Great Game 3: '97 Broncos

CHICKIN—Great Game 4: '85 Dolphins

DORKNOB—Great Game 4: '85 Bears

PROFSMOOTH—Great Game 5: '90 Giants

SPOON—Great Game 5: '90 Bills

KAMEHAMEHA—Great Game 6: '86 Browns

BLUESCREEN—Great Game 6: '86 Broncos

CALLMESALLY—Great Game 6: '86 Niners

PTOMINOFGET—Great Game 7: '88 Bengals

DONTGOFOR2—Great Game 8: '72 Steelers

GETMEADOCTOR—Great Game 8: '72 Raiders

STEAMPUNK—Great Game 9: '95 Steelers

PREDATORS—Great Game 9: '95 Colts



make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

- For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**.
- For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**.

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

- Dr. Doom—Press **Down**, **Down**, then press and continue to hold **X**, then **O**, then **R1** (you should still be holding **X** and **O** when you press **R1**)
- Thanos—Press **Up**, **Up**, then press and continue to hold **L1**, then **△**, then **□** (you should still be holding **L1** and **△** when you press **□**)

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

- Dr. Doom—Press **Down**, **Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold **X**, then **O**, then **R1** (you should still be holding **Down** + **X** + **O** when you press **R1**)
- Thanos—Press **Up**, **Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **L1**, then **△**, then **□** (you should still be holding **Up** + **L1** + **△** when you press **□**)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters:

- Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button
- U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button
- Shadow—Highlight Dhalsim, hold **SELECT** and press any action button
- Mephisto—Highlight Omega Red, hold **SELECT** and press any action button
- Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button
- Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button
- Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

EX Option Menu

From the main menu, select "Option." Next, press **R1**, **O**, **Left**, **△**, **△** very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM

EX Options

At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START**. The hidden EX Option menu will appear.

MEDAL OF HONOR

Secret Codes

Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after each correct code.

Secret Screen 1—C O O L C H I C K
Secret Screen 2—A J R U L E S
Secret Staff Photo Gallery—D W I G A L L E R Y
Secret Team Gallery—D W I M O H T E A M
Captain Dye Mode—C A P T A I N D Y E
Nifty Multiplayer Power-ups—D E N N I S M O D E
American Movie Mode—S P R E C H E N
Temperamental Tocsin—B R A D A L A R M
Wireframe Mode—T R A C E R O N
4x Firing Rate—C O S I D O D E C
Reflecting Shots—G O B L U E
Unlimited Ammo—B A D C O P S H O W
Audie Murphy Mode—M O S T M E D A L S

Unlock Mission 1 in the Gallery—I N V A S I O N
Unlock Mission 2 in the Gallery—B I G G R E T A
Unlock Mission 3 in the Gallery—D A S B O O T
Unlock Mission 4 in the Gallery—S T U K A
Unlock Mission 5 in the Gallery—K O M E T
Unlock Missions 6 and 7 in the Gallery—T W O S I X T W O
Unlock Victory! in the Gallery—V I C T O R Y D A Y
Unlock Mission 2—Z E R S T O R E N
Unlock Mission 3—B O O T S I N K T
Unlock Mission 4—S E N F G A S
Unlock Mission 5—S C H W E R E S
Unlock Mission 6—S I C H E R U N G
Unlock Mission 7—G E S A M T H E I T
Unlock Rosie in Multiplayer—W E C A N D O I T
Unlock Kurt in Multiplayer—E V I L K U R T
Unlock Jens in Multiplayer—I N T H E N A Y Y
Unlock Johan in Multiplayer—T I R E D J O H A N
Unlock Jürgen in Multiplayer—D A S B O O T Y
Unlock Manfred in Multiplayer—M A N L Y M A N
Unlock Karl in Multiplayer—S C A R Y K A R L
Unlock Felix in Multiplayer—H O D D O W N
Unlock Von Braun in Multiplayer—R O C K E T M A N

Unlock Ernst in Multiplayer—A R T C R I T I C
Unlock Egon in Multiplayer—C O O L S H A D E S
Unlock Wolfgang in Multiplayer—H O O D U P
Unlock Müller in Multiplayer—B I G F A T M A N
Unlock Winston in Multiplayer—F I N E S T H O U R
Unlock Otto in Multiplayer—H E R R Z O M B I E
Unlock Noah in Multiplayer—B E A C H B A L L
Unlock Bismarck in Multiplayer—W O F F W O O F
Unlock Rival in Multiplayer—I K E A N D K E N
Unlock Panzerknacker in Multiplayer—N U T C R A C K E R
Unlock Steven in Multiplayer—S S P I E L B E R G
Unlock Will in Multiplayer—P A Y B A C K
Unlock Game Werks Theater in Multiplayer—M A C O O C O O
Unlock Site Seeing Theater in Multiplayer—S P Y S C H O O L

MEDIEVAL II

Cheat Mode

At any time during gameplay, press **START** to pause, then hold **L2** and press **△**, **O**, **△**, **O**, **△**, **Left**, **O**, **Up**, **Down**, **Right**, **O**, **Left**, **△**, **Right**, **O**, **Left**. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the **O** button twice, press **Left** six times, then hold **L1** + **R2** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R1** button, press **Right** six times, release **R1**, hold **O** and press **START**. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MICRO MACHINES V3

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Low camera angle—**Left**, **Right**, **□**, **O**, **Left**, **Right**, **□**, **O**

Slow down computer cars—**O**, **△**, **□**, **X**, **O**, **△**, **□**, **X**

Super speed—**X**, **O**, **□**, **△**, **X**, **X**, **X**, **X**

Super jumping ability—**Right**, **Right**, **Down**, **Up**, **Down**, **Left**, **Down**, **Down**

Change vehicles—**Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—**Up**, **Down**, **Down**, **□**, **O**, **O**, **△**, **X**. With the Debug code in place, the following options become available:

- Press **□** + **O** + **△** + **X** to make all of the vehicles on the track explode
- Hold **SELECT** and move the D-pad to tilt or rotate the camera angle
- Hold **SELECT** and press **L2** or **R2** to zoom in or out

- Hold **SELECT** and press **□** to have the computer control your car
- Hold **SELECT** and press **X** to end the race with you in first place!

"Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

- Enter the name "GIMMEALL" to be able to access all tracks in multiplayer mode.
- Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name "3LIVES" to cancel this code.
- Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
- Enter the name "WINTER" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MISSION: IMPOSSIBLE

Secret Passwords

From the main menu, select "Load Game," then select "Password." Enter any of the following passwords below. For some of the passwords, even though the game will say "bad password," they will still work. Just start a new game or load another one to see the effects.

View secret message—T T O P F S E C R E T T
View any FMV sequence—S E E C O O L M O V I E

Slow-motion mode—I M T I R E D T O D A Y
Turbo mode—G O O U T T A M Y W A Y

Super jump—B I O N I C J U M P E R

All people move without animation—S C A R E D S T I F F

Level Passwords

Submarine Pen Area—A B E M J Q L N V T P G

Russian Embassy—O G L I E S H V I R L L

Russian Embassy 2—I Q D S N J N T O M C I

KGB Warehouse—O Q R F S T I J M N I

KGB Headquarters—E H N H J S U R W J M P

KGB Headquarters 2—I G C J M J M V M R B L

Security Hallway—G D P S I S J O W U A N

Security Hallway 2—G Q O F I S K T L M A I

Underground Sewage Plant—G H I H S J V W R M L

IMF Headquarters—I J E N M U N H O N C J

IMF Headquarters 2—I M Q P N H N K O S C M

Infirmary—P B F R O U O P P W D B

CIA Rooftop—P M G K P U P K Q S D M

CIA Rooftop 2—K E J P P U P S R K E E

CIA Mainframe Computer—P J G N O U P H Q N D J

Waterloo Station—H D G G F P K Q M O B C

Train—I G I L G P M L M Y B O

Train 2—H D G O F T K Q M O B C

Train Roof—I G J D G T M L M Y B O

Lundknäpp Base—N G H S M G Q T X M G I

Tunnel—M O E E O J G H V X J H

Mainland—M K E H T J S S V V J D

Gunboat—A F Q M O J G P V T P G

MORTAL KOMBAT 3

Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, **△** six times, **X** six times and **O** nine times. You'll hear Shao Kahn say, "Out-standing!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode

During the opening demo, quickly press **X**, **O**, **△**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press **X**, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

- Player 1: Press Low Punch three times and Low Kick twice
- Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold **Run** + **Block**. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press **Block** and continue to hold it down.

2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press **Run** and continue to hold it down.

To play as Noob Saibot, move the invisible cursor to Reiko, press **Run** and continue to hold it down.

3) Continue to hold **Block** + **Run** until the fight starts.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press **Forward**, **Down**, **Forward** + **High Punch**; Sub-Zero will punch his opponent's head off.

Combos

3 Hits—High Punch, High Punch, Low Punch
5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

- Enter "G T T B H R" for infinite lives
- Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
- Enter "C R V D T S" to see the credits from the end of the game

• Enter "R C K M N D" to see a demo of the rock boss exploding

Stage Passwords

Wind Stage—T H W M S B

Earth Stage—C N S Z D G

Prison Stage—R G T K C S

Water Stage—Z V R K D M

Fire Stage—J Y P P H D

Bridge of Immortality—Q F T L W N

Qian Chi's Fortress—Z C H R R Y (With this code in place, you can warp directly to the battle with Qian Chi if you hold the **L1** button when you die. If you are holding the **L2** button when you die, you will warp to the battle with Shinnok.)

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run** + **Block** + **High Punch** + **High Kick** and point the D-pad Away from your opponent.



Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

- Fatality 1—Press Δ when "Finish Him/Her" appears.
- Fatality 2—Press \square when "Finish Him/Her" appears.
- Animality—Press L2 when "Finish Him/Her" appears.
- Friendship—Press R1 when "Finish Him/Her" appears.
- Brutality—Press \square when "Finish Him/Her" appears.

N2O NITROUS OXIDE

Cheat Codes

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:

- $\square\square\square\square\square\square\square\square$ —Infinite Firewalls
- $\square\square\square\square\square\square\square\square$ —Infinite weapons
- $\square\square\square\square\square\square\square\square$ —Infinite lives
- $\square\square\square\square\square\square\square\square$ —Access any level
- $\square\square\square\square\square\square\square\square$ —Bonus level access
- $\square\square\square\square\square\square\square\square$ —Enable fifth ship (Speed-core)
- $\square\square\square\square\square\square\square\square$ —Activate "water" effect
- $\square\square\square\square\square\square\square\square$ —Bonuses don't reset when you die

NASCAR 2000

Unlock Montana Track

At the Race Setup screen, move the cursor to "Select Track" and quickly press L1, L1, R1, R1, L2, L2, R2, R2, \square within four seconds. The currently selected track will automatically change on the screen.

Unlock Hidden Drivers

At the Race Setup screen, move the cursor to "Select Driver" and input any of the following codes within four seconds. The currently selected driver will automatically change on the screen.

- Alan Kulwicki—L1, R1, L2, R2, \square , R1, L1, R2, L2, \square
- Benny Parsons—L1, R2, R1, L2, \square , R2, L1, R1, L2, \square
- Bobby Allison—L1, R1, L1, R1, \square , L2, R2, L2, R2, \square
- Davey Allison—R1, L1, R1, L1, \square , R2, L2, R2, L2, \square
- Cale Yarborough—L1, L2, R1, R2, \square , R1, R2, L1, L2, \square
- David Pearson—L1, R1, R2, L2, \square , R1, L1, L2, R2, \square

NASCAR RUMBLE

All Tracks & More Cars

From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C9P5AU8NAA" to unlock lots of cars and every track.

NBA LIVE 2000

Unlock Legends Players

From the "Game Setup" screen, press \square to open the menu. Move the cursor to "Players," then press Right and then X to enter the Create Player screen. Enter any of the names below as the new player's name. Each line lists the name of the real player followed by the first and last name that you must enter to unlock that player, separated by a comma. For example, to unlock Charles Barkley, you must enter your newly created player's first name as MOUND OF and his last name as REBOUND. Note the space between the two words in the first name. Immediately after entering a name correctly, you'll get a message telling you that you've unlocked that player. In order to use unlocked players, you must go to the "Unlock Legends" screen and change their status to "Active."

Bob Pettit—CRASH,BOARDS

Dolph Schayes—SET,SHOT
Paul Arizin—PITCHIN',PHILLI
Bill Sharman—CHARITY,STRIPE
Bob Cousy—B-BALLS,COOZ
Walt Frazier—COOL,CLYDE
Harry Gallatin—IRON,HORSE
Willis Reed—SOFT,TOUCH
Earl Monroe—MAGIC,PEARL
Richard Guerin—PLAY,MAKER
George Yardley—YARD,BIRD
Jerry Lucas—LUCAS,LAYUP
Billy Cunningham—LEAPING,KANGAROO
Cliff Hagen—HOOK,SHOT
Rick Barry—FOUL,SHOT
Shawn Kemp—POWER,DUNKER
Julius Erving—DOCTOR'S,IN
Dominique Wilkins—HIGH,LIGHT
Moses Malone—FREE,THROWS
Grant Hill—CLASS,ACT
Karl Malone—MAILMAN,DELIVERS
Charles Barkley—MOUND OF,REBOUND
John Stockton—JAZZ,MAN
Reggie Miller—OUTSIDE,THREAT
Lenny Wilkins—PLAYER,COACH
Oscar Robertson—BUCKS,BIG O
Dave Bing—THE,DUKE
Isiah Thomas—BAD BOY,ZEKE
Nate Archibald—BIG,TINY
Pete Maravich—PASSING,PATROL
Larry Bird—CELTICS,CHIEF
Robert Parish—CELTIC,CHIEF
Dave Cowens—RED,HEAD
Tommy Heinsohn—FLAT,SHOT
Sam Jones—BANK,SHOT
Larry Costello—CROSS,OVER
Hal Greer—THE MR.,CLUTCH
Mitch Richmond—LIVE,COVERMAN
George Gervin—CHILLED,ICEMAN
Gary Payton—HUMAN,GLOVE
Bill Russell—ALL,DEFENSIVE
Bob Lanier—BIG,FOOT
Bill Walton—SHOT,BLOCKER
David Robinson—SUPRS,ANIMAL
Patrick Ewing—PLAYER,PRESIDENT
Jerry West—THE MR.,CLUTCH
Earvin Johnson—MAGICAL,GUARD
James Worthy—BIG,GAME
Shaquille O'Neal—LITTLE,WARRIOR
Elgin Baylor—OFFENSIVE,FORCE
Wilt Chamberlain—BIG,GOLIATH
John Havlicek—JOHN,HONDO
Kevin McHale—SIXTH,MAN
Scottie Pippen—COMPLETE,GAME
Andrew Phillip—WHIZ,KID
Michael Jordan—COME FLY,WITH ME
Carlo Braun—HARD,WOOD
Walt Bellamy—NO,COMMENT
Wes Unseld—GLASS,CLEANER
Hakeem Olajuwon—THE DREAM,MACHINE

NCAA FOOTBALL 2000

Secret Teams

From the main menu, enter the "Game Options" screen, then access the "Secret Codes" screen. Input any of the following codes to unlock the corresponding secret team. You'll hear a voice say "it's in the game" each time you enter a correct code.

- BUCKY—'62 Wisconsin
- FATIGUES—'86 Miami
- MONSTER—'87 Miami
- SHUTOUT—'91 Miami
- TOOTALENDED—'92 Miami
- RUNOUTSIDE—'94 Miami
- GAMEOFCENTURY—'71 Nebraska
- GOFOR2—'83 Nebraska
- STEAMROLLER—'94 Nebraska
- CORNFED—'97 Nebraska
- GREENGANG—'94 Oregon
- LINEBACKERINT—'86 Penn State
- ALMOSTNO. 1—'94 Penn State
- PLAYTHEPASS—'73 Alabama
- GOALLINESTAND—'78 Alabama
- BLOCKTHATKICK—'85 Alabama
- REALMENPLAYZONE—'92 Alabama
- MISSEDCANCES—'89 Colorado
- PUTINLARRY—'96 Florida
- TOMAHAWK—'93 Florida St.
- GETTHEQB—'96 Florida St.
- SICEMDAGS—'82 Georgia
- NICEPOSE—'91 Michigan
- GOLDPAINTE—'46 Notre Dame
- STRAKOVER—'57 Notre Dame
- TAKETHETIE—'66 Notre Dame
- LEPRECHAUN—'88 Notre Dame
- LITTOFF—'89 Notre Dame
- SCHOONER—'71 Oklahoma
- SLOWSTART—'87 Oklahoma
- HURTOB—'88 W. Virginia
- REVENGE—'65 UCLA
- PRESSBOX—'67 UCLA

LB BRUINS—'88 UCLA
FIGHTFORTROY—'62 USC
WHITEHORSE—'67 USC
NICKERUN—'68 USC
RALLY—'74 USC
MVRUN—'79 USC
WILDDOGS—'91 Washington
DEJAVU—'75 ASU
WOOPIGSOOEY—'69 Arkansas
SMARTBACK—'85 Auburn
THEPLAY—'82 Cal
TEXASFIGHT—'69 Texas
INSIDENOUTSIDE—'46 Army
MIRACLE—'84 BC
TOUCHTHEROCK—'81 Clemson
HEDGES—'76 Georgia
SPLITVOTE—'97 Michigan
BRUTUS—'70 Ohio State
SMOKEY—'97 Tennessee
TURNOVER—'97 Wash St.
LASERBEAM—Tiburón
INTHEGAME—EA Sports
Cheat Codes

From the same "Secret Codes" screen, enter these codes to activate the corresponding cheats:

- CONTROVERSY—See entire poll
- BIGSCREEN—Watch intro movie
- STADSGLORE—All stadiums available
- MINDREADER—See the CPU's plays
- TIMEFLIES—Day passes more quickly during game
- SCRAMBLE—Gameplay moves faster
- BLUECHIP—Create a player with maximum attributes in the "Create A Player" mode
- STAFFUP—Earn maximum recruiting points
- GIMMEDABALL—Player always catches the ball
- PIXGALORE—Player always intercepts ball
- BRICKWALL—Player always tackles successfully on defense
- SAFETY—High wind during game
- ICBM—Player can make very long field goals
- NSTOPPABLE—Select the "Juggernaut" team type in the "Create A School" mode
- BADCALL—Player earns 1 point for knocking down referee
- K3G3UHF10CCG0—Disable TV style cameras before plays
- Q209AH60A0—Junior Varsity mode becomes easier
- S3GCAH0500G0—All American mode becomes easier
- VBGIN62008041—Disable the game's demo mode

NCAA GAMEBREAKER 2000

Easter Eggs

Enter the following codes at the "Easter Eggs" screen under the "Customize" menu: BEATDOWN—All player attributes set to 99
BUILDER—Better players
BOOST—Stronger offense in simulated season
SC—Win all simulated games

NEED FOR SPEED: HIGH STAKES

Secret Vehicles

Enter any of the following passcodes as your user name to unlock the corresponding vehicle:

- HOTROD—Unlocks the Titan
- FLASH—Unlocks the Phantom
- WHIRLY—Unlocks the Police Helicopter
- Slower CPU
- In Tournament or Special Events mode, just after you select "Race," quickly hold Left + \square + \square until the race begins.
- Blurry Mode
- In any mode, just after you select "Race," quickly hold Up + R1 + L2 until the race begins.
- Turbo Mode
- In any mode, just after you select "Race," quickly hold Up + Δ + X until the race begins. During the race, hold Up any time for a speed boost.

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features: Empire City Bonus Track—M CITY Z
AutoCross Hidden Track—X CAV8
Caverns Hidden Track—X CAV8
The Room Hidden Track—P LAY T M

Scorpio-7 Hidden Track—G L D F S H
Space Race Hidden Track—M N B E A M
Activate Jaguar XJR-15—L J A G X
Activate Mercedes-Benz CLK-GTR—A M G M R C

Activate El Niño—R O C K E T
All cars and bonus tracks (not hidden tracks)—S P O I L T

All Camera Views—S E E A L L

Speed and Language Codes
First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the START button. Immediately after pressing START, let go and press the appropriate button combination (i.e. Up + R1 + R2). You must keep these buttons held down until the loading screen appears in order for the codes to work.

Slow the game down by 20%—Up + X + Δ
Cops Speak With Different Accent—Up + R1 + L2

Cops Speak in German—Up + R2 + L1

Cops Speak in Spanish—Down + R2 + L1

Cops Speak in Italian—Left + R2 + L1

Cops Speak in French—Right + R2 + L1

NEED FOR SPEED V-RALLY

Cheat Codes

Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press Up, Down, then immediately hold the Δ button and press \square . You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the Δ and \square buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears:

- Hold L1 and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.
- Hold L2 and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.
- Press Left, then press and continue to hold R2; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.
- Press Left, then Right; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NFL BLITZ 2000

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the same code.

- Powerup Blockers—3-1-2-Left
- Powerup Speed—4-0-4-Left
- Powerup Teammates—2-3-3-Up
- Powerup Defense—4-2-1-Up
- Powerup Offense—3-1-2-Up
- Infinite Turbo—5-1-4-Up
- Fast Turbo Running—0-3-2-Left
- Super Field Goals—1-2-3-Left
- Super Blitz—4-4-4-Up
- Super Blitzing—0-4-5-Up
- Hyper Blitz—5-5-5-Up
- Fast Passes—2-5-0-Left
- Power Passing—4-2-3-Right
- Unlimited Throw Distances—2-2-3-Right
- No First Downs—2-1-0-Up
- No Interceptions—3-4-4-Up
- No Punting—1-5-1-Up
- Allow Stepping Out of Bounds—2-1-1-Left
- No Play Selection—1-1-5-Left
- Late Hits—0-1-0-Up
- Tournament Mode—1-1-1-Down
- Show Field Goal %—0-0-1-Down
- No Random Fumbles—4-2-3-Down
- No CPU Assistance—0-1-2-Down
- Smart CPU Opponent—3-1-4-Down
- Invisible—4-3-3-Up



Hide Receiver Name—1-0-2-Right
Unidentified Ball Carrier—5-2-2-Down
Invisible Receiver Highlight—3-2-1-Down
Big Football—0-5-0-Right
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
No Head—3-2-1-Left
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
Team Tiny Players—3-1-0-Right
Team Big Players—1-4-1-Right
Show More Field—0-2-1-Right
Weather: Rain—5-5-5-Right
Weather: Snow—5-5-2-Down
Weather: Clear—2-1-2-Left
Hang Time Meter—0-0-1-Right
Deranged Blitz—2-1-2-Down
Ultra Hard Blitz—3-2-3-Up
Always QB—2-2-2-Left
Red, White & Blue Ball—3-2-3-Left

NFL GAMEDAY 2000

Easter Eggs
Enter these codes in the "Easter Eggs" section under the "Options" menu.
SLIDESHOW—View a slideshow of cheerleaders. You must start a game and then quit to see the slideshow.
GLOVES—Receivers catch better
JUICE—Super speed bursts
PISTON—Super stiff arm
HOME COOKING—No penalties on home team
DAVIS—Running back is juiced
GD CHALLENGE—Unlock hidden difficulty level
GOLIATH—Large players
PENCILS—Tall and skinny players
FLEA CIRCUS—Tiny players
EVEN TEAMS—All players are equal
STEEL LEG—Longer field goals
BIG HITS—Harder tackles
STAMINA—Players don't get tired
HANGTIME—Bigger punts

NHL 2000

Secret Player
From the "Game Setup" menu, select "Advanced Options," then "Rosters," then "Player Management" and finally "Create Player." At this screen, enter the player's first name as "Joe" and "Sakic" as his last name. Note the uppercase and lowercase characters in each word. After doing this, answer "Yes" to the question that appears. Sakic's stats are all above 90.

ODDWORLD: ABE'S ODDYSSEE

Level and Movie Select
Enter these codes at the main menu:
• Level Select—Hold R1 and press Down, Right, Left, Right, □, O, □, △, O, □, Right, Left.
• Movie Select—Hold R1 and press Up, Left, Right, □, O, □, △, Right, Left, Up, Right.
• Green Farts—Hold R1 and press Up, Left, Right, □, O, X. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODUS

Checkpoint Skip
At any point in the game, hold R1 and press O, O, X, X, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."
Stage Select
At the main menu, hold the R1 button and press Down, Up, Left, Right, △, □, O, △, □, O, Down, Up, Left, Right.
Video Scene Select
At the main menu, hold the R1 button and press Up, Down, Left, Right, □, O, △, O, □, O, Up, Down, Left, Right.

OGRE BATTLE

Secret Level
Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."
Sound Test
Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

PITFALL 3D: BEYOND THE JUNGLE

Stage Passwds
Level 2—METROPOLIS
Level 3—DEEPDARK
Level 4—TEMPLEME
Level 5—HOTROCKS

Level 6—GOINGDOWN
Level 7—VOWTHATSHOT
Kryll Thular Boss—BIGVORMGUY
Level 8—JAILBREAK
Level 9—THUNDERDOMES
Level 10—MAGICGARDEN
Level 11—SPOOKY MESAS
Cheat Passwds
Floating Harry—ZEROGHARRY
Big Head Mode—BIGHEADHARRY
Skinny Harry—2DHARRY
See Credits—CREDITS
99 Lives—STEVECRANEME
See All Movies—PLAYMOVIES
See All Comics—PITFALLCOMIC
Disable Witty Banter—STOPTALKING
Get an extra 10 lives in the next game—GIVEMELIFE
Access Original Pitfall—CRANESBABY
Note: Each of the following codes works during the original Pitfall game:

- Programmer's Head—Press R1 + R2
- Baby (Elvira) Head—Press O + R1
- Croc Talk—Press R1 + △ when there are crocodiles on the screen; one of them will say, "Hi, mom!"
- Infinite Lives—Press L1 + L2

PSYBADEK

Cheat Passwds
GO ANY WHERE—Enable level select
GREASE DDEK—Slippery board
JELLY JELLY—Jelly mode
TOPSY TURVY—Upside down mode
WALK ON MOON—Low gravity
DON DACHA O S—Invincibility
DON DION ME—Nine lives
IN LIL LIPUT—Big characters
SIZ OF AN ANT—Small characters
DEK POWER UP—Faster Dek

R/C STUNT COPTER

Cheat Codes
Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.
Down, Up, Left, Right, △, X, □, O—All Gold in training levels
Down, Up, Right, Left, △, X, □, O—Unlock all levels
Up, Down, Left, Right, △, X, □, O—Your name can be three letters longer
L2, R2, L1, R1, △, X, □, O—Mega Points
Up, Down, Left, Left, X, □, O, △—Unlock movie (selectable from the Options menu)

R-TYPE DELTA

Infinite Credits
If your total gameplay time reaches three hours, the number of credits per game will become nine. If you play the game for more than six hours, the words "Free Play" will appear on the screen and you'll be able to continue as many times as you want.
Acquire New Background Images
Satisfy the requirements below to acquire new background images:
Image 2—Play using the RX
Image 3—Play using the R13
Image 4—Play for 20 hours total
Image 5—Finish the game on Human difficulty with the R9
Image 6—Finish the game on Human difficulty with the RX
Image 7—Finish the game on Human difficulty with the R13
Image 8—Play the game 100 times
Image 9—Finish the game on Bydo difficulty with the R9
Image 10—Finish the game on Bydo difficulty with the RX
Image 11—Finish the game on Bydo difficulty with the R13
Image 12—Finish the game on Bydo difficulty with the POW

R-TYPES

Level Select
Highlight either R-Type or R-Type II at the title screen, quickly press L2 ten times, then R2 ten times; you'll hear a sound to confirm. Now start the game and press START to pause; you can choose any stage with the stage-select option at the pause menu.
Increase Speed
Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, O.

Decrease Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.
Use Any Weapon
Pause the game, hold L2 and press Right, Up, Left, Right, Down, Left, Up, Right and either △, □, X, or O to equip yourself with a different weapon.

RAINBOW SIX

Main Menu Cheats
Enter the following codes at the main menu. A message will appear to confirm.
All levels—Hold L1 and press O, X, O, □, □, △, X, X
All items—Hold L1 and press △, X, X, O, □, O, X, △
Invincibility—Hold L1 and press □, X, △, △, X, □, O, O
Invincible hostages—Hold L1 and press O, O, □, △, X, △, X, O
No terrorists—Hold L1 and press △, O, O, △, □, X, △, O
All operatives revived—Hold L1 and press △, △, X, O, O, X, □, □
Reveal map—Hold L1 and press X, O, □, △, △, □, O, X
No locked doors—Hold L1 and press △, □, □, △, X, O, □, △
Turn off Victory Conditions—Hold L1 and press O, O, △, △, X, O, □, X, △
All attributes set to maximum—Hold L1 and press X, □, △, △, O, □, X, X
Watch ending—Hold L1 and press □, △, □, □, O, O, X, △
In-Game Cheats
At any time during gameplay, press START to pause, then enter any of the codes below. For the Extra weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game.
Restore ammo—Hold L1 and press □, □, O, △, X, △, X, △
Extra weapon—Hold L1 and press X, O, O, △, □, X, □, O
Extra pistol—Hold L1 and press X, △, □, O, □, X, △, □

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
S M I 4 N—Unlock George
S 4 V R 5—Unlock Lizzie
L V P V 5—Unlock Ralph
N O T 3 T—Unlock Myukus
B I G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all boxers available to you.
B R O N Z E—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.
S I L V E R—Silver Class. In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked.
G O L D—Gold Class. In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.
C H A M P—Champ Class. In Arcade Mode, all boxers are also unlocked.
Two-Player Ring Codes
In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations while both players select a boxer. Also, the buttons must be held down until the match starts.
R1—Championship arena
L1—Two-tier arena
R1 + L1—Gym
Change Costume Colors
At the boxer selection screen, press □ + O simultaneously to change the currently selected boxer's colors.

Change Cornerman's Voice

The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding □ and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.
□ + Up—Irish accent
□ + Left—New York accent
□ + Right—African-American accent
□ + Down—Hispanic accent
Also, to change the voice to a high-pitched version of the Irish accent, hold L1 + R1 + □ until you hear a special sound effect.

REBOOT

Secret Codes
Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.
• Free Shield with Every Glitch pick-up—Down, R1, Left, Right, Down, L2, R2, Left, Right, Up
• Full Glitch Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left
• Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right
• Play as Dot Matrix—Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

RESIDENT EVIL

Rocket Launcher
If you finish the game in less than three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.
Special Key
In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode
Choose "New Game" from the main menu, then highlight "Advanced" and hold Right on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

"Rookie" Mode
Highlight "New Game" at the main menu and hold Right on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

RESIDENT EVIL 2

Secret Photo
In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original Resident Evil.
Alternate Clothes
Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original Resident Evil. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.
Shoot the Camera
Go to the outside area in the basement where the two dogs jump down from the fence, stand with your back facing the manhole and



walk forward until the camera angle changes. Now draw your rifle and shoot; "bullet holes" will appear on your TV screen!

Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.

Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

ROGUE TRIP: VACATION 2012

Cheat Codes

During the game, hold L1 + R1 + R2 and press SELECT; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):

Quick \$10,000 Cash—Hold R1 + R2, press L1, Up, Down, Up, Down
Infinite Weapons—Hold L1 + R1, press Up, Down, Up, R2
Mega Guns Mode—Hold L1 + R1 + R2 + X, press Down

Invulnerable Mode—Hold L1 + R1, press Up, Down, Left, Right

Upgrade Weapons—Hold L1 + R1, press Left, Right, Left, Right
Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold L1 + L2 + R1 and press SELECT to deactivate all cheats.

Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features:

Enable Goliath—△, L1, R1, X, L2, L2
Enable Nightshade—R1, R2, L1, L1, X, O
Enable Helicopter—L1, △, R2, △, △, R1
Enable Alien Saucer—R1, □, X, □, L2, O
Access "Funtopia" stage (Challenge mode only)—X, O, L2, X, □, L1

Access "The Gulch" stage (Challenge mode only)—X, □, O, L1, L2, □

Battle Boss 1 (Challenge mode only)—O, R2, R1, □, L1, R2

Battle Boss 2 (Challenge mode only)—O, O, L2, L1, △, △

Infinite Jump—O, □, R2, X, △, R2

Infinite Turbo—□, X, O, △, R1, R2

Double Pickups—L1, L2, O, L1, R1, □

Increased Armor—R1, △, R1, △, L1, □

See Duke Nukem: Time to Kill movie—□, □, O, O, △, △

Play as Big Daddy

From the main menu, select "Options." Then, select "Password." Enter △, □, R2, X, △, R2.

Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the stage.

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

- Hold △ to race in a U.F.O.
 - Hold L1 to race in a pick-up truck
 - Hold R1 to race in a British sportsster
- When the race starts, you'll be driving the vehicle you chose.

SKULLMONKEYS

Cheat Codes

Press START during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.

Maximum Bullets—Down, O, Up, R2, Left, △, SELECT, SELECT
Maximum Phat Heads—R1, Left, Up, L1, L1, □, Right, SELECT

Maximum Phoenix Hands—□, △, R2, Left, SE-LECT, O, △, Right

Maximum Universe Enemas—Left, △, Right, Down, △, SELECT, SELECT, SELECT

Maximum Super Willies—R1, Left, □, △, L1, △, R2, SELECT

Maximum 1970s Icons—SELECT, O, Up, Left, Down, Up, Down, □

Maximum Swirly Cues—R1, Right, O, R2, R2, □, Right, SELECT

Maximum of All Status Items (except 1970s icons and Swirly Qs)—L1, △, Down, R1, O, Right, Up, SELECT

Shield—R2, O, O, Down, Left, O, Right, Down

Clean "Pause" Screen—L2, Left, O, R2, Down, □, △, Down

Change Klaymen's Color—L2, O, O, Left, SE-LECT, L2, Up, Down

Psycho Klaymen—Down, Right, △, L2, Up, Left, △, SELECT

Slow-Motion Mode—L1, △, Left, Down, R2, △, Left, SELECT

Super Fast Klaymen—Left, □, R2, O, R1, Down, O, R2

Tiny Klaymen—R1, Left, □, △, R1, Left, □, △

Shoot Heads Instead of Bullets—Down, □, △, Down, Down, □, □, Right

Skip Current Sub-Level—△, L1, L1, □, Right, O, △, Down

SLED STORM

Passwords

Enter the following passwords from the password entry screen under "Load/Save" at the options menu.

Ryan / Storm Sled—O, △, □, R2, L1, X, △

Tracey / Storm Sled—O, △, □, R2, L1, X, △

Gio / Storm Sled—O, △, □, R2, L1, X, △

Travis / Storm Sled—O, △, □, R2, L1, X, △

Nadia / Storm Sled—O, △, □, R2, L1, X, △

Jay / Storm Sled—O, △, □, R2, L1, X, △

Jackal / 400cc—L2, L2, O, R2, □, R1, L1, X, △

Sergei / 400cc—□, L1, □, L2, △, R2, X, O

Sergei / Storm Sled—O, △, □, X, R2, L1, X, △

Unlock Demo Track—R2, L1, △, □, △, R1, O, X

Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—□, X, R2, □, O, R1, O, △

Unlock Super Nocsross 3 through 6—R2, △, X, R2, △, □, O, X

"Fog" available in Track Select—□, L1, X, □, R2, X, △, O

"Mirror" available in Track Select—O, L1, R2, R2, R1, X, △, L2

SMALL SOLDIERS

Cheat Passwords

O, O, △, △, O, X, □, X—Invincibility
△, O, O, O, X, □, X—All Weapons

Stage Passwords

X, X, △, □, □, X, O, X—Gorgon
□, X, △, □, □, O, X—Dimensional Temple

O, X, △, □, □, O, O, X—Floating Fortress
△, X, △, □, □, O, X—Spirit Bog

X, □, △, □, □, X, △, X—Canyon Village
△, □, △, □, □, △, X—Creepy Caverns

O, □, △, □, □, O, △, X—Space Ship
△, □, △, □, □, △, X—Hall of Patriots

X, O, △, □, □, X, X, □—Graveyard
□, O, △, □, □, X, □—Nuclear Mine

O, O, △, □, □, O, X, □—Launch Center
△, O, △, □, □, △, X, □—Ulhasen Fier

X, △, △, □, □, X, □, □—Garrison
□, △, △, □, □, □, □—Inner Sanctum

THE SMURFS

Level Select

From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen that appears next, press L1, Up, Up, Down, Up, Left, Left, Up, R2. You'll hear a special sound effect if you've input it correctly and you'll be able to select any level.

SPAWN: THE ETERNAL

Cheat Codes

Each of the following codes can be entered while the game is paused:

- Temporary invisibility—Hold L1 + R1 and press □, □, O, △, X
- Temporary invincibility—Hold L1 + R1 and press △, △, X, X, □, O
- All power-ups—Hold L2 + R2 and press △, O, X, △, X
- All inventory—Hold L2 + R2 and press X, □, O, △, □, O
- Refill health meter—Hold L1 + R1 and press X, O, △, □, X, O
- Refill Magic—Hold L1 + R1 and press △, O, X, □, △, △
- Skip current level—Hold L1 + R1 + L2 + R2 and press △, X, □, O, O, O

SPEED RACER

Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press △; now all of the cars in the game will be available.

Extra Camera Views

During a race, press START; while the game is paused, press Right five times, then Left five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

- Hold L1 + L2 to race in bright daylight
- Hold R1 + R2 to race at night
- Hold L1 + L2 + R1 + R2 to race at twilight

SPICE WORLD

Giant Spice

At the menu screen where your character walks across the globe, hold the START button and press O, □, O, □.

Hidden Messages

Also at the "globe" menu, hold the START button and press O, △, △, O. You'll see the code on the screen to confirm. Now hold START + SELECT and press O, O, O, O to see a hidden message. You can also try △, △, △, △ or □, □, □, □; repeat each code to turn the corresponding message off.

Handbag Code

At the globe menu, hold the START button and press □, △, O, △. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

Naked Spice Code

At the globe menu, hold the START button and press O, △, △, O. Next, press L1 + L2 + R1 + R2 + START + SELECT simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPORTS CAR GT

Secret Codes

Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't work.

Down, Down, Left, Right, Up, Left, Circle, R2—Unlock all tracks and classes
Up, Left, Left, Right, Down, Right, L1, Square—Start with \$150,000 in Season Mode

SPYRO THE DRAGON

99 Lives

At any time during the game, press SELECT, □, □, □, □, □, O, Up, O, Left, O, Right, O, START.

SPYRO 2: Ripto's Rage!

Cheat Codes

At any time during gameplay, press START to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "View credits" code, which will take effect immediately.

Learn all abilities—O, O, O, □, □

Big head mode—Up, Up, Up, Up, R1, R1, R1, O

Parappa mode—Left, Right, Left, Right, L2, R2, L2, R2, □

View credits—□, O, □, O, □, O, Left, Right, Left, Right, Left, Right

Find Gems

At any time during gameplay, press L1 + R1 + R2. Sparx will point in the direction of the nearest gem for as long as you hold these buttons down.

Change Spyro's Color

At any time during gameplay, press START to pause the game, then press Up, Right, Down, Left, Up, □, R1, R2, L1, L2, Up, Left, Down, Right, Up. You'll hear a special sound effect after inputting it correctly. Then, press any of the buttons below to change Spyro to the corresponding color. The code's effects will take place as soon as you unpause the game.

Red—O Green—△
Blue—X Light—Up
Pink—□ Dark—Down

STAR WARS EPISODE I

THE PHANTOM MENACE

Debug Menu

At the main menu, move the cursor to "Options" and press △, O, Left, L1, R2, □, O, Left. You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold L1 + SELECT and press △.

STREET FIGHTER ALPHA 3

Dhalsim's Wife

Choose Dhalsim as your character. During the loading screen, just before the first round, hold □ + R2. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped.

Unlock Guile

Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.

Unlock Evil Ryu

After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be available in any mode.

Unlock Shin Akuma

After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing L2.

Unlock Arcade Balrog

Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing L2.

Unlock Team Battle Mode

Clear the China course in World Tour Mode, or play the game for 16 hours.

Unlock Survival Mode

Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours.

Unlock Dramatic Battle and Final Battle

Clear Arcade mode on the hardest difficulty level.

Stage Select

THEME PARK

Cheat Code

THRASHER: SKATE AND DESTROY

Secret Character

TIGER WOODS 99 PGA TOUR GOLF

Blow Up Golf Cart

TIME COMMANDO

Refill Energy

TIME CRISIS

Secret Cheat

TINY TANK

Level Select

TOMB RAIDER

Stage Skip

TOMB RAIDER II

Exploding Lara

TOMB RAIDER II

Bonus Level

TOMB RAIDER: THE LAST REVELATION

Skip Level

TOMORROW NEVER DIES

In-Game Codes

Right. SELECT

Max. Weapon

TONY HAWK'S PRO SKATER

Cheat Codes

TRAP GUNNER

Secret Codes

TREASURES OF THE DEEP

Complete Code Collection

Down Left

TRICK'N SNOWBOARDER

Resident Evil Snowboarder

TRIPLE PLAY 2001

Triple Play Dream

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a card; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

- △○○○—Warehouse District Warfare
- ×○○○△—Freeway Free For All
- ×○○○△—River Park Rumble
- ×○○△△—Assault on Cyburbia
- △××××—Rooftop Combat—The Final Battle
- △×○○△—Battle with Minion
- △○○○—Secret Level: The Fight of Your Life
- △_○○○—Infinite Weapons
- △××—Invincibility
- △××—Helicopter Camera Angle

**TWISTED METAL 2****Cheat Codes**

Each of the following codes can be entered at any time during the game (but not while paused):

Mega Machine Guns—Hold R2, press Up, Down, Left, Right, Right, Left, Down, Up
Invincibility—Hold L1 + R1, press Up, Down, Left, Right, Right, Left, Down, Up
Infinite Weapons + Turbo—Hold L2 + R2, press Up, Down, Left, Right, Right, Left, Down, Up

Note: If you hold L1 + L2 + R1 + R2 and press Up, Down, Left, Right, Right, Left, Down, Up, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R buttons, you will end up with infinite weapons and turbo but the invincibility will be turned off.

Homing Napalms

If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with L1 or R1, then hold L2 and press Up, Down, Down, Left, Left, Right, Right. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.

Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

Napalm—Right, Left, Up

Freeze Burst—Left, Right, Up

Drop Mine—Right, Left, Down

Rear Attack—Left, Right, Down

Shield—Up, Up, Right

High Jump—Up, Up, Left

Invincibility—Right, Down, Left, Up

Sell Your Soul

If you're low on health, quickly press Down, Up, Right, Left, Up, Up, Down, Down during the game (not while paused). You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.

Minion Special

To fire Minion's special weapon—regardless of which vehicle you're driving—hold the machine gun button (default=R2) and quickly press Up, Down, Up, Up. This only works when your Advanced Attack Energy bar is full.

Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

Sweet Tooth—Up, L1, Δ, Right

Minion—L1, Up, Down, Left

Secret Stages

At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.

"Assault on Cyburia" stage from *Twisted Metal*

—Down, Up, L1, R1

"Rooftop Combat" stage from *Twisted Metal*

—Down, Left, R1, Down

"Suicide Swamp" stage from *Jet Moto*—Up, Down, Right, R1

TWISTED METAL III**God Mode**

At any time during gameplay (not while paused), quickly press Up, Down, Up, Up, O, Right, Δ, □, Up, Down, L2.

Temporary Invincibility

At any time during gameplay (not while paused), quickly press Up, Down, Left, Right.

Cheat Passwords

L1, L1, R1, R1, R1—Infinite Special Weapons
↑, ↑, ↑, ↑, ↑—Access Warehouse level in Deathmatch mode

O, O, L1, L1, START—Play as Sweet Tooth in Tournament mode

→, →, →, →, →—Play as Sweet Tooth in Deathmatch mode

↑, START, ↓, L1, □—Play as Minion in Tournament mode

←, ←, →, →—Play as Minion in Deathmatch mode

START, START, START, START—Unlock memory card save option

TWISTED METAL 4**Secret Passwords**

From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a correct code.

God Mode—Down, Left, L1, Left, Right

Unlock Minion—Δ, L1, L1, Left, Up

Unlock Sweet Tooth—START, R1, Right, Right, Left

Unlock Crusher—Down, R1, Right, R1, L1

Unlock Moon Buggy—START, Δ, Right, L1, START

Unlock RC Car—Up, Down, Left, START, Right

Unlock Super Auger—Left, O, Δ, Right, Down

Unlock Super Axel—Up, Right, Down, Up, L1

Unlock Super Thumper—O, Δ, START, O, Left

Unlock Super Slamm—Right, L1, START, O, START

All items are Napalms—Right, Left, R1, Right, O

Unlimited special weapons—Δ, L1, Down, Δ, Up

CPU attacks only you—Right, Δ, Right, Δ, L1

UM JAMMER LAMMY

Sound Test

If you uncover all of the chocolate pieces at the stage select menu, you'll find a new option called "Special" at the main menu; it's a sound test menu that allows you to listen to any song from the game while you watch Milk Can perform. Press L1, R1 or any of the four main action buttons to trigger a special move for each of the performers.

URBAN CHAOS**Unlock All Levels**

At the main menu, make sure the cursor is not on "Options," then hold R1 + L1 + SELECT and press START. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly.

Extra Weapons

At any time during gameplay, hold down □ + O + Δ + X and press Right. Each time you do this, weapons will appear around you to pick up.

VIGILANTE 8: 2ND OFFENSE**Secret Codes**

From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press L1 + R1 at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funkyl!" after entering a correct code. For the "Watch all endings" code, press X again immediately after entering the code.

Faster firing rate—RAPID_FIRE

Slower gameplay—GO_SLOW_MO

Higher suspensions—JACK_IT_UP

Faster cars—MORE_SPEED

Heavier cars—GO_RAMMING

Quick start in Arcade Mode—QUICK_PLAY

Play alone in Arcade Mode—HOME_ALONE

No gravity—NO_GRAVITY

Big wheels—GO_MONSTER

Watch all endings—LONG_MOVIE

No wheel attachment icons—DRIVE_ONLY

Super missiles—BLAST_FIRE

Attract enemies—UNDER_FIRE

Select same cars in multi-player—MIXED_CARS

Unlock Original Vigilante 8 Levels

At any time during gameplay, press START to pause the game. Press the OPEN on the PlayStation console and replace the *Vigilante 8: 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

WCW MAYHEM**Secret Passwords**

Enter any of the following passwords at the Pay-Per-View Password screen:

P L Y H D N G Y S—Hidden wrestlers unlocked

C B C K R M S—Special area select

C H T 4 D B S T—Quest cheat enabled

D P L G N G R S—Doppelganger select enabled

N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
M S K D L T L R Y—Masked Little Rey Enabled

WCW NITRO**Secret Characters**

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, L2, L2, L2, SELECT; you'll hear a sound to confirm the code. Now you have access to 48 secret characters.

Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT to advance through the list (or L1, L2, L1, L2, SELECT to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

• Big Head—R1, R1, R1, R1, R1, R1, R2, SELECT

• Big Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head—L1, L1, L1, L1, L1, L1, L2, SELECT (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER**Secret Characters**

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, L2, L2, L2, SELECT; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.

Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT, then press SELECT repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

• Big Head—R1, R1, R1, R1, R1, R1, R2, SELECT

• Big Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head—L1, L1, L1, L1, L1, L1, L2, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

WU-TANG: SHAOLIN STYLE**Unlock All Characters**

At the main menu, press Right, Right, Right, Right, Left, Left, Left, Left, □, O, □, O. You'll hear a special sound effect if the code was entered correctly.

Even More Characters

After entering the above code, in Versus Mode you may play as additional characters by holding SELECT and pressing X while the cursor is at any of the original nine characters as shown below. You won't see the new character until gameplay begins.

Fearmentor—Hold SELECT and press X at RZA

Cerith—Hold SELECT and press X at GZA

Lecher—Hold SELECT and press X at Ol' Dirty

Xin—Hold SELECT and press X at Inspecta

Deck

Bone Gear—Hold SELECT and press X at Raekwon

Gasche—Hold SELECT and press X at Masta

Killa

Otis—Hold SELECT and press X at Ghostface

Killah

Sinensis—Hold SELECT and press X at U-God

Hystrix—Hold SELECT and press X at Method

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

Man

1942

Passwords

Stage 04—Medal, Medal, Player's Plane, Enemy Plane
Stage 08—Player's Plane, Enemy Plane, Enemy Plane, Medal
Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane
Stage 16—Enemy Plane, Enemy Plane, Bullet, Enemy Plane
Stage 20—Player's Plane, Medal, Bullet, Player's Plane
Stage 24—Bullet, Player's Plane, Medal, Medal
Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

A BUG'S LIFE

Passwords

Level 2—9 L K K
Bonus Level—B L 2 6
Level 3—5 P 9 K
Level 4—6 6 5 2
Level 5—B K K 2
Level 6—2 P L B
Level 7—6 5 6 2
Level 8—L 5 9 B

ADVENTURE ISLAND

Stage Select

At the title screen, after Higgins gets hit by the coconut, press Right, Left, Right, Left, A, B, A, B to access a "World Select Mode" menu.

Power-Ups

At the title screen, enter 0894 as your password and select OK. You will have 99 of each item.

ANTZ

Passwords

Stage 2—B C C B
Stage 3—D Q G H
Stage 4—H G G F
Stage 5—N B F G
Stage 6—K G B F
Stage 7—Q G J J
Stage 8—G Q H G
Stage 9—F L D P
Stage 10—K G Q Q
Stage 11—D L G Q
Stage 12—C B H G
Stage 13—J B J G
Stage 14—P L D P
Stage 15—L F G B
Stage 16—D Q L D
Stage 17—C L P G
Stage 18—D L H D
Stage 19—L F Q G

ASTEROIDS (Game Boy Color version)

Passwords

Enter these passwords from the "Single Player" option under the main menu.
SPACEVA C—Zone 2
STARSB RN—Zone 3
WORMS I G N—Zone 4
INCOM I N G—Zone 5
PROJECT X—Unlock Excalibur ship
QRTREATR—Unlock Classic Asteroids. The option to play Classic Asteroids will appear on the main menu.
CHEATON X—Unlock cheat menu. Press SELECT in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

ATOMIC PUNK

Password

Stage 50—B O M N D P B L 3 N C B 3 L 2 H 2 D J J

AVENGING SPIRIT

Hard Mode

At the title screen, push Up, A, and B at the same time—you'll hear a tone to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

BABE AND FRIENDS

Passwords

Level 2—B O B
Level 3—R N 6
Level 4—G 5 M
Level 5—R M 1
Level 6—N 6 W
Level 7—T Y Q

BATMAN

Sound Test

At the title screen, hold the D-pad in the Up/Right position and press START to access a sound test menu.

BATTLE ARENA TOSHINDEN

Text Debug Mode

When the Takara logo appears at the start of the game, press B, A, Left, Right, B, A, Down, Up, B, A. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.

Boss Code

After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press Up, Down, A, B, Right, Left, A, B. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

BATTLE UNIT ZEOTH

Stage Select + Invincibility

At the title screen, hold Down on the D-pad and press A + B simultaneously; you'll hear a chime to confirm, but the music may be pretty loud so you'll have to listen carefully. If you do this once, you'll start at Stage 1 with invincibility. If you enter the code repeatedly, you'll start at different stages depending on how many chimes you hear; e.g. if you hear two chimes, you'll start at Stage 2 with invincibility, etc. If you enter the code six times and get six chimes, you'll warp directly to the game's ending sequence.

BATTLETOADS IN RAGNAROK'S WORLD

Five Extra Toads

At the title screen, hold Down, A and B, then press START. You'll start the game with five lives instead of three.

BILL & TED'S EXCELLENT ADVENTURE

Passwords

Adventure 2: New Mexico 1879, 555-4239
Adventure 3: Ancient Greece 410 BC, 555-6767
Adventure 4: Medieval England 1456, 555-8942
Adventure 5: San Dimas 1,000,000 BC, 555-4118
Adventure 6: Shopping Mall, 555-8471
Adventure 7: School Room, 555-2989

BIONIC COMMANDO

Re-equip

To return to the skies to re-equip, hold START, then press A and B simultaneously.
Password to Final Boss
●—B1, E1, F1, F2, C3, F3, A4, D4, E4

▲—A2, D2, A3, E3, B4, F4

■—A1, C1, D1, B2, E2, B3

BOARDER ZONE

Passwords

Unlock Time Course 4—1 3 1 0 9 5
Unlock Time Course 5—0 2 0 9 7 1
Unlock Trick Course 5—2 9 0 7 7 1
Unlock Slalom Course 5—3 1 0 1 6 9

BOOMER'S ADVENTURE IN ASMIK WORLD

Stage Select

Enter the password ANCIENT to access a stage-select menu.

BOXXLE

Passwords

Level 1, Room 10—B ♦ X W
Level 2, Room 10—D ♦ X X
Level 3, Room 10—G ♦ X Y
Level 4, Room 10—H ♦ X Z
Level 5, Room 10—J ♦ X !
Level 6, Room 10—K ♦ X ?
Level 7, Room 10—L ♦ X 0
Level 8, Room 10—M ♦ X 1
Level 9, Room 10—N ♦ X 2
Level 10, Room 10—P ♦ X 3
Level 11, Room 8—Q ♦ X T
See the Credits

At the title screen, hold Up + A + B until the names appear.

BOXXLE II

Password

Fifth Floor—0 K 8 4

BUBBLE BOBBLE

Password

Round 100—K Z 5 J

BUBBLE BOBBLE PART 2

Stage Select

Enter ► 5 ► V as your password, then press the START button. A stage-select menu will appear on the title screen.

THE BUGS BUNNY CRAZY CASTLE

Passwords

Level 73—W 3 R 2
Level 74—W 1 F 2
Level 75—X 3 J 2
Level 76—X 1 K 2
Level 77—W E M 2
Level 78—W H C 2
Level 79—X E A 2
Level 80—X H O 2

THE BUGS BUNNY CRAZY CASTLE 2

Passwords

Level 20—U N I T
Level 21—S O N G
Level 22—T Y R E
Level 23—L O V E
Level 24—N O T E
Level 25—J A Z Z
Level 26—H E L P
Level 27—K I N G
Level 28—G I F T

BUGS BUNNY CRAZY CASTLE 3

Garden Passwords

Stage 5—S T B X 4 R
Stage 10—L 4 B X 4 N
Stage 15—4 2 B 2 G 8
Hall Passwords
Stage 16—G H B 2 4 8
Stage 20—3 9 B V 4 ●
Stage 25—7 Y S V G T
Stage 30—V D S 8 G T
Basement Passwords
Stage 31—Z 8 S 2 4 C

Stage 35—F M X X G I

Stage 40—T J X V 8 K

Stage 45—D S L 2 8 6

Treasure Passwords

Stage 46—8 C L V D J

Stage 50—7 D L 8 8 9

Stage 55—R 3 L V D R

Stage 60—9 9 L 8 D H

Old Castle Password

Stage 61—6 Z L X D H

CARMAGEDDON

Secret Password

Enter 0 Z 6 S Z D @ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY

Stage Skip

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press START to pause, then press SELECT to warp to the end of the current stage.

CHOPLIFTER II

Passwords

Sector 2, Level 2—B Y M S F W R
Sector 2, Level 3—R G H T H N D
Sector 3, Level 1—G D G M P L Y
Sector 3, Level 2—T R Y H R D R
Sector 3, Level 3—S P R Y S K S
Sector 4, Level 1—C M P T R W Z
Sector 4, Level 2—C H P Y B Y S
Sector 4, Level 3—V R Y H P P Y
Sector 5, Level 1—G M B Y Q Z D
Sector 5, Level 2—L V L Y T T Z
Sector 5, Level 3—G D D Y G M Z

DONKEY KONG LAND II

47 Kremcoins

At the "Select Game" screen, highlight a saved game file, hold Left or Right on the D-pad and press A, B, A, B repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any Kiosk.

DRAGONHEART

Passwords

Stage 2—B C D L S T
Stage 3—D C L T S B
Stage 4—L C T B S D
Stage 5—C B L S B T
Stage 6—T T S C D C
Stage 7—S D C D T S
Stage 8—B V D V S C

GAME & WATCH GALLERY

Reset Cartridge Memory

At the title screen, don't press Up, Up, Down, Down, Left, Left, Right, Right. If you do, you'll lose all of your high scores and saved milestones.

GAMEBOY CAMERA

Secret Game

Play the Space Fever II game until you achieve a score of 2,000 points or more. The next time you play Space Fever II, a new "7" option will appear between the Ball and "DJ" items; shoot this object to play a secret game called Run! Run! Run!; if you win the race, press the A button rapidly to raise the flag at the victory screen. Earning 2,000 points in Space Fever II also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequence.

TIPS & TRICKS

Reader Art Gallery



by Ivellisse Montes Santiago,
San German, Puerto Rico



by Mark Whitlock III,
Los Angeles, CA



by Ryan Hauser
(address unknown)



by Felix H. Gonzales Acosta,
San German, Puerto Rico

Secret Photos

To reveal the secret "7" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):

- Page B3, photo 1—Shoot at least 60 photos.
- Page B3, photo 2—Delete at least 60 photos.
- Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.
- Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol ♂ at the User Name screen.
- Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ♀ at the User Name screen.
- Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.
- Page B3, photo 7—Get a score of 3,000 points or more in the *Space Fever II* mini-game.
- Page B3, photo 8—Get a score of 5,000 points or more in the *Space Fever II* mini-game.
- Page B4, photo 1—Get a score of 7,000 points or more in the *Space Fever II* mini-game.
- Page B4, photo 2—Get a score of 500 points or more in the *Ball* mini-game.
- Page B4, photo 3—Get a score of 700 points or more in the *Ball* mini-game.
- Page B4, photo 4—Get a score of 1,000 points or more in the *Ball* mini-game.
- Page B4, photo 5—Get a time of 17 seconds or less in the *Run! Run! Run!* mini-game.
- Page B4, photo 6—Get a time of 16 seconds or less in the *Run! Run! Run!* mini-game.

Secret DJ Options

Each of the following tricks works in DJ mode when your character is on the screen:

- If you highlight "SE" and tap Right on the D-pad, the song will restart from the beginning. Try tapping Right repeatedly to "stutter" the first note.

- If you highlight "SE" and hold the D-pad diagonally in the Up/Right position, the music will be temporarily transposed into a higher register. Likewise, if you hold Down/Right, the music will change to a lower key.

- If you highlight "Tempo" and hold Left on the D-pad, the music will play in reverse.

Print DJ Music

First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press SELECT to access the "Trippy-H" synthesizer screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the START button and press A. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends.

Flip the Stamps

When using the "Stamp" function, position any stamp on the photo and continue to hold the A button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the A button at the right time, the stamp will remain flipped over on the screen.

Change Speed

At the title screen, hold Up to make Mario dance faster or Down to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing Up or Down.

GAME BOY PRINTER

Secret Message

Press and hold the FEED button when you turn the Game Boy Printer on. You can release the FEED button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

SEX: ENTER THE GECKO

Password

Choose "Password" from the main menu and enter the following code:

↓↓↓↓↓↓
↓↓↓↓↓↓
↓↓↓↓↓↓
↓↓↓↑↓↑
↔↔↔↔

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the B button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold A instead.

GHOSTS 'N GOBLINS

Quest 1 Passwords

Level 2—L♥K♥♥B L
Level 3—Q 0 M ♥♥♥ 1 H
Level 4—P 5 5 ♥ 7 ♥ B 4
Level 5—T J R ♥ 7 ♥ 2 h
Level 6—J T ♥ 7 ♥ 7 L
Final boss—K D C ♥ H ♥ S H

Quest 2 Passwords

Level 1—G N ♥♥ K 0 0 H
Level 2—G N 1 ♥ 5 0 8 J
Level 3—X 4 3 ♥ 5 0 M R
Level 4—L 5 H 9 1 1 4
Level 5—D N 7 ♥ 9 3 ♥ 7
Level 6—X N 9 ♥ 9 3 3 3
Final boss—N 8 K ♥ C 4 0 N

GODZILLA: THE SERIES

Passwords

Level 2—N C F R G J J B B K
Level 3—D M T F L S B F Q M
Level 4—P K D J M P L N P S
Level 5—K D Q L H R N D C N
Level 6—D M J M B J R F F R

GRAND THEFT AUTO

Unlock Hidden Characters

Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

JAMES BOND 007

Mini-Games

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BLACK" to play Blackjack, "BACCAR" to play Baccarat or "REDOG" to play Red Dog.

KLAX (Game Boy Color version)

Passwords

Yellow alien, pillar, pillar, red circle—Wave 1, 6 or 11
Red circle, yellow alien, blue square, yellow alien—Wave 5 completed
Yellow alien, yellow alien, blue square, green alien—Wave 10 completed
Green diamond, yellow alien, green alien, green diamond—Wave 15 completed
Green diamond, blue square, green diamond, green alien—Wave 20 completed
Pillar, yellow alien, blue square, pillar—Wave 25 completed
Green alien, red circle, pillar, pillar—Wave 30 completed
Red circle, red circle, yellow alien, yellow alien—Wave 35 completed

Pillar, green diamond, green diamond, red circle—Wave 40 completed
Yellow alien, green diamond, red circle, pillar—Wave 45 completed

Blue square, green diamond, yellow alien, blue square—Wave 50 completed

Pillar, blue square, blue square, yellow alien—Wave 55 completed

Red circle, blue square, red circle, green alien—Wave 60 completed

Red circle, green diamond, green diamond, green alien—Wave 65 completed

Red circle, blue square, blue square, pillar—Wave 70 completed

Green alien, green alien, yellow alien, red circle—Wave 75 completed

Pillar, red circle, red circle, pillar—Wave 80 completed

Blue square, green alien, green diamond, red circle—Wave 85 completed

Yellow alien, green alien, red circle, green diamond—Wave 90 completed

Pillar, pillar, green alien, blue square—Wave 95 completed

Pillar, yellow alien, green diamond, green diamond—See the credits

Blue square, pillar, green diamond, green alien—Read the "story of Klax"

Yellow alien, pillar, pillar, green alien—Read the real story of Klax

Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)

Red circle, green diamond, blue square, green alien—Mini-game "Snake"

Green alien, green alien, blue square, green alien—Mini-game "Furd Herder"

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

LUCKY LUKE

Passwords

Stagecoach—Dog, Prospector, Horse, Luke, Horse

Painful Gulch—Dog, Dog, Prospector, Prospector, Luke

Train—Luke, Horse, Horse, Prospector, Luke

Saloon—Horse, Prospector, Horse, Prospector, Dog

The Prairie—Prospector, Luke, Luke, Dog, Horse

Buffalo—Dog, Horse, Luke, Prospector, Prospector

Ranch—Luke, Horse, Dog, Prospector, Dog

Rapids—Horse, Horse, Luke, Dog, Prospector

Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog

Tornado—Luke, Luke, Dog, Prospector, Horse

Jail—Dog, Horse, Luke, Prospector, Dog

MEN IN BLACK: THE SERIES

Access Codes

Manhattan—2 7 1 0

Sewers—1 8 0 7

Aerodrome—0 3 0 9

Rooftops—2 7 0 5

Forest—3 1 0 7

Game ending—1 9 4 3

Zoom Mode

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you

will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, hold the SELECT button and you can use the D-pad to make your character fly through the air to any part of the current stage.

Stage Skip

Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, press START to pause, then press SELECT; you will be warped immediately to the end of the stage.

MORTAL KOMBAT 4

Extra Credits

At the difficulty select screen, press Up or Down to change the number of credits displayed at the top of the screen; you can start with up to five.

Kombat Codes

At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press Up to change the symbol in each box. You can also advance through the icons in reverse order by pressing Down. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:

- 1) Highlight the first icon box, press Up once.
- 2) Highlight the second icon box, press Up nine times (or Down once).
- 3) At the third box, press Up twice.
- 4) At the fourth box press Up twice.
- 5) At the fifth box press Up three times.
- 6) At the last box press Up four times.

You'll get a message to confirm proper entry of each code:

1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
0 0 1 - 0 0 1—Unlimited Run
9 8 7 - 1 2 3—No power bars
1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 8 8 - 4 2 2—Dark Kombat
9 8 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Randper Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life
0 0 0 - 0 3 3—Computer starts with 1/2 life
0 3 3 - 0 0 0—Player 1 starts with 1/2 life

MR. NUTZ

Passwords

Adventure Park—D D M M N N
The Living Room!—N N R R G G
Volcano Underpass—C C L L R S
Mean Streets—J J M P P R
Ice Scream—S W W T C H

THE NEW ADVENTURES OF

MARY-KATE & ASHLEY

Passwords

The Case of Volcano Mystery—C B T H P M
The Case of the Haunted Camp—G M Q T C K
The Case of the Fun House Mystery—L H D D J
The Case of the Hotel Who-Done-It—M D G K M Q

NFL BLITZ

Passwords

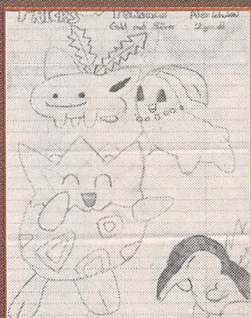
Play as the Midway Blitzers—0 6 2 6 7 5 4 5
Play as the Emeryville Eclipse—0 0 6 0 6 7 4 4

Secret Codes

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to



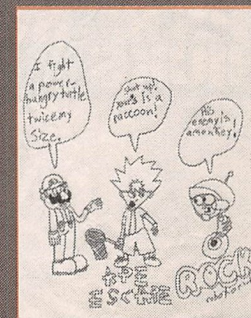
by Javier Figueroa Juarez,
San Bernardino, CA



by Alex Whalen,
Rogersville, TN



by Lee Jones,
Brookhaven, MS



by Ricky Bientek,
Glendale, CA

get different effects:

Infinite Turbo—START, START, START, START, START, B, A, A, A, A, Up
No Fumbles—START, START, START, START, B, B, A, A, Down
Invisible Receiver—START, START, START, START, B, B, B, A, A, A, Up
No Pointer—START, START, START, B, B, B, A, A, A, Left
Start in Overtime—A, A, A, A, A, Up
Parking Lot Field—START, START, START, B, B, A, A, Down
Space Field—START, START, A, A, Right
Night Game—START, START, B, B, A, A, Right
Predator Mode—START, START, START, START, START, B, B, B, B, A, Up

ODDWORLD ADVENTURES

Super Jump

When Abe is jumping, press the START button to pause the game while he's still in mid-air. After you unpauses, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.

Passwords

Level 2-0—J C B C M
Level 2-1—J M B C C
Level 2-2—J M C C B
Level 2-3—J P C C D
Level 2-4—J T C C J
Level 2-5—S T C C S
Level 2-6—S B C C T
Level 2-7—T B F C Q
Level 3-1—T B K C L
Level 3-2—T B T C B
Level 3-3—T B T D C
Final Level—T B T B T

PITFALL: BEYOND THE JUNGLE

Passwords

The Wilderness—S W N G R B T S
Underground Caverns—F L T Y W T R S
The Volcano—G N G D W N
The Prison 1—S L T H R N G
The Prison 2—B N G D N S D
The Scourge—S W P N G B L W

RAMPAGE 2 UNIVERSAL TOUR

Make Your Own Password

To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:

1) Enter one of the following as the first character of your password to choose which character you'd like to play as:

B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Myukus
K—Pucous
L—Noobus

2) Enter one of the following as the second character of your password to choose which area you'd like to start in:

B—U.S.A.
C—Europe
D—Asia
F—Everywhere else
G—Outer Space

3) Enter any character except 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.

4-8) Enter "B B B B N" as the fourth through eighth characters of your password.

9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checkmark. If you get sent back to the main menu when you press A, your password is in place, so just choose "Start Game" to begin.

READY 2 RUMBLE BOXING

Unlock Hidden Boxes

Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.

Unlock Kemo Claw—Press Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.
Unlock Nat Daddy—Enter the code above, then press Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.
Unlock Damian Black—Enter the code above, then press Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.

THE RUGRATS MOVIE

Passwords

Train Crash—B V B Y F J N D
Hospital—T Q M M Y _ Q K
Light Woods—R J D B C V R T
Dark Woods—V N G B L J C V
Reptar Ride—B J G S M V S H
Ancient Ruins—L J T B W Q Q D

RUGRATS: TIME TRAVELERS

Passwords

M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q K J F S S—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
T L V Y P F N S—Toy Palace South Wing
T Q Y B Q X F S—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T S—Ending

SHAMUS

Cheat Passwords

Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve:

5 G F 3 S G V 1 V—Level 1: The Laboratory
4 G F 3 S G V 1 T—Level 2: Shadow Studios
7 G F 3 S G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 S G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

THE SMURFS: NIGHTMARE

"Easy" Mode Passwords

Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race
Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet
Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad
"Hard" Mode Passwords
Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race

Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet
Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

SPACE INVADERS (Game Boy Color version)

Passwords

Classic Mode—C L S S 1 2 8 1 9 9 9 D B M
Venus—W W Y X T C 2 N Q W 7 9 V Y
Mars—? W Z 4 V C L N 4 W 8 1 V ?
Jupiter—R S S N 3 Q J 7 8 ? G J M C
Saturn—W S P Z M S 0 8 N ? H 8 N F
Uranus—C V 1 ? Q W K G J 3 X 8 R 5
Neptune—H V 2 7 R W 1 G N 3 Y 0 R 7
Pluto—M V 7 H R C L H S 3 Z S R 9

SPAWN

"Normal" Passwords

Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spawn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart
"Hard" Passwords
Chapter 1—heart, heart, blank, Spawn
Chapter 2—blank, heart, Spawn, heart
Chapter 3—Spawn, skull, blank, skull
Chapter 4—heart, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chapter 7—Spawn, heart, skull, Spawn

TARZAN (Disney version)

Passwords

Note: The following codes are shown in numerical form. To enter them, you must press Up on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:

- Highlight the first character of the password, press Up once
 - Highlight the second character, press Up twice
 - Highlight the third character, press Up six times
 - Highlight the last character, press Up three times
- Now you can press START to lock in the password.
- The Jungle is my Playground—3 1 2 3
I'm No Second Banana—0 4 5
Jungle Legend—1 2 6 3
Go Out on a Limb—6 2 0
Ship Escape—5 4 3 6

TETRIS DX

Rising Pieces

At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold Left until the falling piece touches the left side of the screen, then continue to hold Left and tap the A button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold Right on the D-pad and rapidly tap the B button.

TOP GEAR POCKET

Password

Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2

Passwords

Scene 2—P B P P
Scene 3—B J W J
Scene 4—P J B W
Scene 5—W B P P
Scene 6—J P W W
Scene 7—J B P J
Scene 8—W P W P
Scene 9—J J W W
Scene 10—P B W J
Scene 11—B P W W
Ending—W W W W

TWOUBLE

Passwords

Granny's House—Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny
In the Garden—Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99

(a.k.a. V-RALLY CHAMPIONSHIP EDITION)

Passwords

F A S T—Unlock "Medium" courses in Arcade mode
F O O D—Unlock "Hard" courses in Arcade mode

WACKY RACES

Password

Enter the password "MUTTLEY" to unlock all of the secret characters and the "Crazy" Cup.

WORMS ARMAGEDDON

Passwords

In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored worm.

Tools—5 2 2 6
Egypt—1 2 4 5
Hell—2 6 4 3
Treehouse—4 1 3 6
Garden—5 4 1 3
Snow—3 2 6 6
Construction Site—2 2 5 5
Pirate—3 6 3 1
Fruit—1 4 5 1
Alien—3 6 4 4
Circuit—4 3 3 3
Medieval—6 3 1 6

WWF WRESTLEMANIA 2000

Championship Passwords

Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon.

Last Password for Billy Gunn—P K D Y
Last Password for Steve Austin—C T F V
Last Password for The Rock—F T D 8
Last Password for X-Pac—R C D D

YARIS' REVENGE

Password

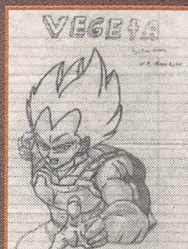
Enter the passcode "O + O O" to start at any stage up to and including Level 240.

TIPS & TRICKS

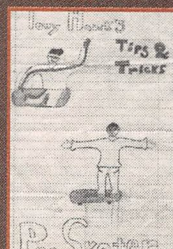
Reader Art Gallery



by Matt Ferguson,
Barrie, Ontario



by Ivan Sementko,
Moses Lake, WA



by Adam Fortune,
Clontarf, MN



by Josh Pokluda,
Houston, TX



AERO WINGS

Unlock Everything

Press L + R at the title screen. When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.

Special Options

Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special" will appear in the "Game Config" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

CRAZY TAXI

Use the Rickshaw Bike

At the character selection screen, highlight the character you would like to play as, then press L, R, L, R, L very quickly and press A. You'll hear a bicycle ring after pressing A if you entered it fast enough.

Another Day Mode

At the character-select screen, move the cursor to the character you'd like to play as. Press and release R once, then hold down R and press A. The words "another day" will appear in the lower left corner of the screen. In this mode, you'll have a different starting point and customers will be in different locations.

No Arrows Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen, move the cursor to the type of game you'd like to play, then hold R + START and press A. Don't let go of R + START until the words "no arrows" appear in the corner of the screen. In this mode, the arrow at the top of the screen will never appear.

No Destination Mark Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen, move the cursor to the type of game you'd like to play, then hold L + START and press A. Don't let go of L + START until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + R + START and press A. Don't let go of L + R + START until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.

Alternate Views and Speedometer

At any time in the middle of a game, plug a controller into port C. On this controller, press Y to switch the view to one of the "replay" type cameras like in the game's intro. Pressing B will switch the view to inside the driver's seat, and pressing A will return you to the original view. Additionally, if you press X five times, a speedometer will appear at the lower right corner of the screen. Subsequent presses of the X button will toggle it on and off.

DEAD OR ALIVE 2

Secret Demo Scene

First, change the "Your Age" setting in the "Others" Screen under the "Game Setting" menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now you'll see a new demo scene that will appear amongst the others that play after the title screen appears. It will only appear at a specific point in the demo sequence, so you'll have to wait a few minutes for it to appear.

EXPENDABLE

Secret Codes

Enter each of the following codes during a game as follows: Press START to pause the game, input the code, then press START again to un-pause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.

1st Person View—L, Left, R, Right, X, X, Down, Down, R, L

Invincibility—Up, Down, Left, Right, X, Up, Down, Left, Right, Y

More Grenades—Down, Down, Down, Down, Down, Up, Up, Up, Up, R

More Lives—A, B, X, Y, L, R, Up, Down, Left, Right

More Credits—A, B, Left, A, B, Right, B, A, Down, R

Level Select—Up, Down, Up, Down, Up, Down, Left, Right, Right, Y

Level Skip—Y, Y, X, X, L, R, Down, Down, Up, Up

Watch Ending—L, R, L, R, Left, Right, Left, Right, Y, X

FIGHTING FORCE 2

Stage Select

At the title screen, press Left, Up, X, Up, Right, Y. You'll see the screen flash if you have entered the code correctly. Choose "Start Game," and a level-select menu will appear.

FLAG TO FLAG

Rainy Weather

Immediately after selecting a track in arcade mode, hold L + R + Down on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

GRAND THEFT AUTO 2

Cheat Codes

Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.

Start with \$500,000—M U C H C A S H

Start with \$9,999,999—U L T I M A T E

Start with all weapons—B I G G U N S

Start with 99 lives—B I G C A T S

Unlock all levels—S E S A M E

Infinite energy—I N F I N I T Y

No police—L A W L E S S

Start with infinite Double Damage power-up—D B L W A M M Y

Start with infinite invisibility—S C O O B Y D O

Start with Stun Gun & infinite ammo—B I G F R I E S

Start with Flame Thrower & infinite ammo—T O A S T I E S

Blood splats—W O U N D E D

Max respect for all gangs—A L L F R E N D

All pedestrians are Elvis—E R R H U H

Retain weapons even if arrested or dead—L O S T T O Y S

THE HOUSE OF THE DEAD 2

Display Score

At the title screen—when the words "Press Start" appear—press Left, Left, Right, Right, Right, Left, Right, START on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start

At the beginning of any race, hold L before the countdown begins. When you see the number "3" on the screen, release L and hold

R. When "2" appears, release R and hold L. When "1" appears, release L and hold R again. You'll get a four-second boost and a fast start when the race begins.

INCOMING

Cheat Menu

At the main menu, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A new cheat menu will immediately appear.

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press START to pause, then enter any of the following codes for different effects. You may also hold R instead of L in the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you un-pause the game.

Restore Health—Hold L, press Down, B, Up, Left, Up, Left

Lose Health—Hold L, press Left, B, Up, Up, Down

Max Health—Hold L, press Right, B, Down, Up, Down, Up

Restore Magic—Hold L, press Right, Right, Left, Y, Right, Down

Max Magic—Hold L, press Y, Right, Down, Right, Up, Y, Left

All Abilities—Hold L, press Up, Up, Down, Right, Right, Left, B, Right, Left, Down

Fire Reaver—Hold L, press Y, Right, Down, B, Up

Aerial Reaver—Hold L, press A, Right, Up, Up, Y, Left, Left, Right, Up

Kain Reaver—Hold L, press A, B, Right, Y, Left, Left, Right, Up

Fire Glyph—Hold L, press Up, Up, Right, Up, Y, X, Right

Force Glyph—Hold L, press Down, Left, Y, Down, Up

Stone Glyph—Hold L, press Down, B, Up, Left, Down, Right, Right

Sound Glyph—Hold L, press Right, Right, Down, B, Up, Up, Down

Water Glyph—Hold L, press Down, B, Up, Down, Right

Sunlight Glyph—Hold L, press Left, B, Left, Right, Right, Up, Up, Left

MARVEL VS. CAPCOM

Secret Characters

Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.

Evil Morrigan—Move the cursor to Zangief, then press:

Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down, X

Roll—Move the cursor to Zangief, then press:

Left, Left, Down, Down, Right, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right, X

Shadow Lady—Move the cursor to Morrigan, then press:

Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Left, Left, Down, Down, Down, Down, Down, X

Orange Venom—Move the cursor to Chun-Li, then press:

Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up, X

Orange Hulk—Move the cursor to Chun-Li, then press:

Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up, X

Gold War Machine—Move the cursor to Zangief, then press:

Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, X

Select Your Special Partner

Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.

Anita—START + Light P. + Medium P. + Heavy P.

Arthur—START + Light P. + Medium P.

Colossus—START + Light P. + Medium P. + Medium K.

Cyclops—START + Light P. + Medium P. + Medium K.

Devilot—START + Medium P. + Heavy P.

Ice man—START + Medium P. + Medium K.

Jubilee—START + Medium P. + Heavy P. + Light K.

Juggernaut—START + Light P. + Medium K.

Lou—START + Medium P.

Magneto—START + Heavy P. + Light K.

Michele Heart—START + Light P. + Light K.

Psylocke—START + Medium K.

Pure & Fur—START + Light K.

Rogue—START + Light P. + Medium P. + Heavy P. + Light K.

Saki—START + Heavy P.

Sentinel—START + Medium P. + Heavy P. + Medium K.

Shadow—START + Light P. + Heavy P. + Medium K.

Storm—START + Light P. + Heavy P. + Light K.

Thor—START + Medium P. + Light K.

Ton Pooh—START + Light P. + Heavy P.

Unknown Soldier—START + Light P.

U.S. Agent—START + Heavy P. + Medium K.

MDK 2

Alternate Costume for Kurt

At the title screen, hold L + R and press X, X, Y, X. You won't get any special confirmation, but after you start a new game and complete the first scenario, Kurt will appear without his coil suit.

Alternate Camera Setting

During gameplay, press START to pause, then hold L + R and press B, A, B, A. The new camera setting will take effect after you un-pause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Cheat Menu

At the title screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right. You should hear a low chuckle after pressing Down the second time, then Shao Khan will say "Outstanding" if you complete the code



by Seth Romero,
Penasco, NM



by Garrett Medlin,
Columbia, SC



by Channell Butts,
Overland Park, KS



by Nick Caruso,
Wickliffe, OH



quickly enough. Next, press **START** to reach the main menu, then press **Block + Run** (L + R in the default control configuration) simultaneously to access the cheat menu.

Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:

Sektor—Hold **Block + Run**, press **Up, Up, Up, Up, Left, Left, Left**, then press **A, B, X, or Y**
Goro—Hold **Block + Run**, press **Up, then Left**, then press **A, B, X, or Y**
Noob Saibot—Hold **Block + Run**, press **Up, Up, Left, Left, Left**, then press **A, B, X, or Y**

View Character Bio Screens

Enter the **Kombat Theater** screen from the **Options** menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the **R** button. This code works whether you've unlocked a particular movie sequence or not.

Kombat Kodes

When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the **Low Punch** button must be pressed. The second digit corresponds to the **Block** button and the third digit corresponds to the **Low Kick** button. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.

- 001—Unlimited Run
- 323—Kombat Zone: Church
- 343—Kombat Zone: The Netherrealm
- 353—Kombat Zone: Soul Chamber
- 363—Kombat Zone: Ladder7
- 321—Big Head Mode Active
- 111—Free Weapon
- 100—Throwing Disabled
- 444—Armed and Dangerous
- 666—Silent Kombat
- 050—Explosive Kombat
- 222—Random Weapons
- 123—No Power
- 555—Many Weapons
- 002—Weapon Kombat
- 012—Noob Saibot Mode
- 020—Red Rain
- 010—Maximum Damage Disabled
- 110—Throwing and Max. Damage Disabled
- 011—Kombat Zone: Goro's Lair
- 022—Kombat Zone: The Well
- 033—Kombat Zone: Elder Gods
- 044—Kombat Zone: The Tomb
- 055—Kombat Zone: Wind World
- 066—Kombat Zone: Reptile's Lair
- 101—Kombat Zone: Shaolin Temple
- 202—Kombat Zone: Living Forest
- 303—Kombat Zone: The Prison
- 313—Kombat Zone: Ice Pit

NBA 2K Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu.
Unlock Insomniacs Teams—**DEVDUES**
Enable Huge Players—**MONSTER**
Enable Micro Players—**LITTLE GUY**
Enable Doughtboy Players—**DOUGHBOY**
Enable Squished Players—**SQUISHY**
Enable Giant Heads—**FATHEAD**
Enable Big Feet—**BIGFOOT**
Enable Huge Basketball—**BEACHBOYS**
Enable Ouchy Coaches—**COACHOUCH**
Secret Message—**HIMOM**

NBA SHOWTIME: NBA ON NBC

Choose Your Court

After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.

Left Team's Court—**Up + Turbo**
Right Team's Court—**Down + Turbo**
Street Court—**Left + Turbo**
Island Court—**Right + Turbo**
Midway Court—**Up + Shoot + Pass**
NBC Court—**Down + Shoot + Pass**

Secret Codes

At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the **Turbo**, **Jump**, and **Pass** buttons followed by a direction on the **D-pad**. For example, to activate the "ABA Ball" code, (2-3-2-Right) press **Turbo** twice, **Jump** three times, **Pass** twice, then press **Right**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code. The codes that change the weather only work on outdoor courts.

No Hotspots—2-0-1-Up
Tournament Mode—1-1-1-Down
Show Shot %—0-0-1-Down
Show Hotspot—1-0-0-Down
Big Heads—2-0-0-Right
ABA Ball—2-3-2-Right
Team Uniform—4-0-0-Right
Home Uniform—4-1-0-Right
Away Uniform—4-2-0-Right
Alternate Uniform—4-3-0-Right
Midway Uniform—4-0-1-Right
Snow—1-2-1-Left
Blizzard—1-3-1-Left
Rain—1-4-1-Left
Fog—1-2-3-Up
Night Fog—1-2-3-Left
Thick Fog—1-2-3-Down
Swamp Fog—1-2-3-Right

NFL 2K

Secret Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu:
LARD—Fat players
SQUEEKY—Announcer's voice is higher pitched and faster
TURBO—"Turbo" game speed in the Game Options screen becomes selectable
DEDMAN—"Slomo" game speed in the Game Options screen becomes selectable
SUPERSTAR—"Super Stars" team becomes selectable
SCRAWL—Different screen font

NFL BLITZ 2000

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character. You'll hear the announcer say "Lights out baby!" after you enter a correct name and PIN.
PUNKR—1221
PUNKB—2112
SHRUNK—6666
EDDIE—3333
MXV—1014
BOXER—2111
DINO—1111
SMILE—1111
SAD—1111
PIRATE—1111

ALIEN—1111
TREX—1111
MOOSE—1111
RALPH—1111
CURTIS—1111
BRAIN—1111
RAIDEN—3691
SHINOK—8337
SKULL—1111
LEX—7777
THUG—1111
TURMEL—0322
DANIEL—0604
JASON—3141
JAPPLE—6660
JENIFR—3333
GENTIL—1111
LUI3—3333
ROOT—6000
SAL—0201
FORDEN—1111
GRINCH—0222
GUMBY—8698
GUIDO—2222

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the **Turbo**, **Jump** and **Pass** buttons followed by a direction on the **D-pad**. For example, to enter the "Headless Team" code (1-2-3-Right), press **Turbo** once, **Jump** twice and **Pass** three times, then press **Right** on the **D-pad**. A message will appear to confirm each code.

Big Head—2-0-0-Right
Huge Head—0-4-0-Up
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
No Head—3-2-1-Left
Big Football—0-5-0-Right
Hide Receiver Name—1-0-2-Right
Field: Wet—5-5-5-Right
Weather: Clear—2-1-2-Left
Field: Muddy—5-2-5-Down
Unlimited Throw Distances—2-2-3-Right
Super Passing (2-player agreement)—4-2-3-Right
No CPU Assistance (2-player agreement)—0-1-2-Down
No Random Fumbles—4-2-3-Down
No Highlighting on Target Receiver—3-2-1-Down
No Punting—1-5-1-Up
No Interceptions—3-4-4-Up
No First Downs—2-1-0-Up
No Play Selection (2-player agreement)—1-1-5-Left
Invisible—4-3-3-Up
Smart CPU Opponent (in a 1-player game)—3-1-4-Down
Show More Field (2-player agreement)—0-2-1-Right
Show Field Goal %—0-0-1-Down
Tournament Mode (in a 2-player game)—1-1-1-Down
Power-up Offense—3-1-2-Up
Power-up Defense—4-2-1-Up
Power-up Teammates—2-3-3-Up
Power-up Speed (2-player agreement)—4-0-4-Left
Power-up Blockers—3-1-2-Left
Infinite Turbo—5-1-4-Up
Late Hits—0-1-0-Up
Super Blitz (2-player agreement)—4-4-4-Up
Deranged Blitz (in a 1-player game)—2-1-2-Down
Ultra Hard Blitz (in a 1-player game)—3-2-3-Up
Super Blitzing—0-4-5-Up
Hyper Blitz (2-player agreement)—5-5-5-Up

Fast Passes—2-5-0-Left
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Allow Stepping Out of Bounds—2-1-1-Left
Always QB—2-2-2-Left
Red, White and Blue Ball—3-2-3-Left
Unidentified Ball Carrier—5-2-2-Down
Cardinals Playbook—1-0-1-Left
Falcons Playbook—1-0-2-Left
Ravens Playbook—1-0-3-Left
Bills Playbook—1-0-4-Left
Panthers Playbook—1-0-5-Left
Bears Playbook—1-1-0-Left
Bengals Playbook—1-1-2-Left
Browns Playbook—1-1-3-Left
Cowboys Playbook—1-1-4-Left
Broncos Playbook—1-1-5-Right
Lions Playbook—1-2-1-Left
Packers Playbook—1-2-2-Left
Colts Playbook—1-2-3-Up
Jaguars Playbook—1-2-4-Left
Chiefs Playbook—1-2-5-Left
Dolphins Playbook—1-3-1-Left
Vikings Playbook—1-3-2-Left
Patriots Playbook—1-3-3-Left
Saints Playbook—1-3-4-Left
Giants Playbook—1-3-5-Left
Jets Playbook—1-4-1-Left
Raiders Playbook—1-4-2-Left
Eagles Playbook—1-4-3-Left
Steelers Playbook—1-4-4-Left
Chargers Playbook—1-4-5-Left
49ers Playbook—1-5-1-Left
Seahawks Playbook—1-5-2-Left
Rams Playbook—1-5-3-Left
Buccaneers Playbook—1-5-4-Left
Titans Playbook—1-5-5-Left
Redskins Playbook—2-0-1-Left

NFL QUARTERBACK CLUB 2000

Cheat Passcodes

Enter any of the following cheats at the "Enter Cheat" screen from the main menu. You'll hear a ringing sound effect after entering a code correctly.

Rugby mode—**rgby**
Slow motion mode—**frstgrmp**
More fumbles—**trfrngsr**
More injuries—**hsptl**
Big football—**chbll**
Jelly football—**flbbr**
Smoking players—**snfr**
Thin players—**thpck**
Fat players—**mrshllw**
Giant coin at coin toss—**bgmny**

NHL 2K

Big Head Mode + Unlock Black Box Team

Plug a controller into port D and turn on the game. When the **Black Box** logo appears before the title screen, hold **L + R** and quickly press **B, B, X**. After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret **Black Box** team will become selectable.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.
RUMBLE POWER—Bronze Class. In Arcade mode, Kemo Claw is also unlocked.
RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.
MOSMAI—Gold Class. In Arcade mode, Kemo

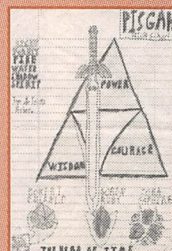
TIPS & TRICKS Reader Art Gallery



by Matt Grubb,
Rochester, NH



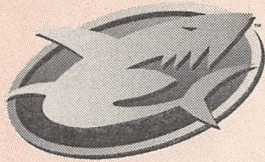
by Justin Alexander,
Bellevue, FL



by Justin Wheeler,
Pisgah, AL



by Stephen Raze,
Manassas, VA



Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

Dead or Alive

800F7EF0-0118—Grandma mode
800F4ED0-0000—No Skirt mode

Expendable

800A6396-0063—Infinite health, Player 1
800A0618-0005—Infinite continues, Player 1
800A6364-0063—Infinite lives, Player 1
800A6344-6E7F + 800A6346-0651—Max. score, Player 1
800A0834-012B—Stop all timers
800A6384-0000—Rapid fire, Player 1
800B6B84-0101 + 800B6B82-0100 + 800B6B86-0001—Have all passcards
50001202-0000 + 800A63C8-03E7 + 800A638E-03E7—Infinite ammo, Player 1
800A63F8-0001—Always have laser sight, Player 1
800A6352-0003—Always have Orbs, Player 1
800A69EE-0063—Infinite health, Player 2
800A69BC-0063—Infinite lives, Player 2
50001202-0000 + 800A6A20-03E7 + 800A6A16-03E7—Infinite ammo, Player 2
800A6AD0-0063—Infinite grenades, Player 2
800A69DC-0000—Rapid fire, Player 2
800A69AA-0003—Always have Orbs, Player 2
800A65A50-0001—Always have laser sight, Player 2
800B6BAC-0500—Have all keys

Family Game Pack

801C3894-FFFF + 801C3896-3400—Max. score (cash)
801C387C-E0FF + 801C387E-05F5—Max. credits (slots)
801C3898-FFFF—Always hit jackpot (slots)

Fatal Fury: Wild Ambition

D00AC040-01B5 + 800ace9a0001—Sudden Death mode, Player 1
D00AC040-01B5 + 800AE6BA-0001—Sudden Death mode, Player 2

Front Mission 3

801E4FD2-03E9 + 801E4FD4-01DD—Shunyo Max. HP: Body
801E5032-03E9 + 801E5034-0246—Shunyo Max. HP: L. Arm
801E5062-03E9 + 801E5064-0246—Shunyo Max. HP: R. Arm
801E5002-03E9 + 801E5004-0207—Shunyo Max. HP: Leg
801E523E-03E9 + 801E5240-01DD—Shunyo Max. HP: Body

801E529E-03E9 + 801E52A0-0246—Shunyo Max. HP: L. Arm
801E52CE-03E9 + 801E52DO-0246—Shunyo Max. HP: R. Arm
801E526E-03E9 + 801E5270-0207—Shunyo Max. HP: Leg
8011A016-03E9 + 8011A018-03E9—Zenislev Max. HP: Body
8011A016-03E9 + 8011A078-03E9—Zenislev Max. HP: L. Arm
8011A0A6-03E9 + 8011A0A8-03E9—Zenislev Max. HP: R. Arm
8011A046-03E9 + 8011A048-03E9—Zenislev Max. HP: Leg
8011A4EE-03E9 + 8011A4F0-03E9—Kyojun Max. HP: Body
8011A54E-03E9 + 8011A550-03E9—Kyojun Max. HP: L. Arm
8011A57E-03E9 + 8011A580-03E9—Kyojun Max. HP: R. Arm
8011A51E-03E9 + 8011A520-03E9—Kyojun Max. HP: Leg
8011A282-03E9 + 8011A284-03E9—Drake M2C Max. HP: Body
8011A2E2-03E9 + 8011A2E4-03E9—Drake M2C Max. HP: L. Arm
8011A312-03E9 + 8011A314-03E9—Drake M2C Max. HP: R. Arm
8011A2B2-03E9 + 8011A2B4-03E9—Drake M2C Max. HP: Leg

JoJo's Bizarre Adventure

D30B27E0-2801 + 800B27E0-6405—Infinite HP (Story mode)
D3066CC2-0001 + 80066CC2-000A—Max. heart score (Story mode)
D30CDEBA-0001 + 800CDEBA-0090—Infinite fight health (Story mode)
D00D08A2-0001 + 800D08A2-0003—Infinite Super Combos (Story mode)
D00CE24A-0090 + 800CE24A-0000—Easy fights (Story mode)
D30AF240-0001 + 800AF240-0090—Infinite health, Monkey Shoot (Story mode)
D00AF242-008D + 800AF242-0000—1-shot win, Monkey Shoot (Story mode)
800D32A8-0000 + D00D59AE-0000 + 800D59AE-001D + D00D4E0E-0090 + 800D4E0E-0000—Quick win, Justice (Story mode)
D00DD91A-0100 + 800DD91A-0400 + D30DD898-0023 + 800DD898-0060—Full power, Lovers (Story mode)
D30C36EC-36D2 + 800C36EC-3A98—Infinite time, Sun (Story mode)
D00C370C-0011 + 800C370C-0000—Infinite misses, Sun (Story mode)
D00C36F4-0001 + 800C36F4-0003—Quick win, Sun (Story mode)
D30D7C5A-0070 + 800D7C5A-0090—Infinite health, Judgement (Story mode)
D00D2B62-0002 + 800D2B62-0003—Infinite Super Combos, Judgement (Story mode)
D00D7A86-0090 + 800D7A86-0000—Quick win, Judgement (Story mode)
D30AC7F0-0001 + 800AC7F0-270F—Infinite time, Tenore Sax (Story mode)

The Need for Speed: High Stakes

80115D2C-0001—Enable Durham Road
80115D24-0001—Enable Celtic Ruins
80115D34-0001—Enable Raceway 1
80115D30-0001—Enable Raceway 2

80115D38-0001—Enable Raceway 3
80115D10-0001—Enable Snowy Ridge
80115D18-0001—Enable Dolphin Cove
8013E6AC-001F—Drunk mode
801144DC-0002—Heavy car
801144DC-0004—Light car
80180E28-0000—No repair bill
8011491C-0001—Dash view

NHL Rock the Rink

8009009C-0000—Red team scores 0
800900E8-0000—Blue team scores 0
D009009C-0002 + 8009009C-0005—Red team starts with 5 goals
D00900E8-0000 + 800900E8-0005—Blue team starts with 5 goals

Pocket Fighter

801AB306-2400—Hit anywhere
801E1DF8-0090—Player 1 infinite health
801E2B3C-0090—Player 1 infinite strength
801E1F18-0900—Player 1 Infinite Mighty Combo energy
801E1F12-0200 + 801E1F14-0202—Player 1 infinite Gem energy
801E1DF8-0000—Player 1 no health
801E2B3C-0000—Player 1 no strength
801E1F18-0000—Player 1 no Mighty Combo energy
801E1F12-0000 + 801E1F14-0000—Player 1 no Gem energy
801E20E0-0090—Player 2 infinite health
801E2B3E-0090—Player 2 Infinite strength
801E2200-0900—Player 2 Infinite Mighty Combo energy
801E21FA-0200 + 801E21FD-0202—Player 2 infinite Gem energy
801E20E0-0000—Player 2 no health
801E2B3E-0000—Player 2 no sStrength
801E2200-0000—Player 2 no Mighty Combo energy
801E21FA-0000 + 801E21FD-0000—Player 2 no Gem energy
50002001-0000 + 801FE55A-0101—Have all cards
D01E0098-1723 + 801E1DF8-0001 + D01E0098-1723 + 801E20E0-0001—Sudden Death mode
D01E0098-1723 + 801E1DF8-0001 + D01E0098-1723 + 801E20E0-0001 + D01E0098-1723 + 801E2B3C-0000 + D01E0098-1723 + 801E2B3E-0000 + D01E0098-1723 + 801E1F18-0000 + D01E0098-1723 + 801E2200-0000 + D01E0098-1723 + 801E1F12-0000—Super Sudden Death mode

Ready 2 Rumble Boxing

80095BD8-0064—Player 1 infinite health
800963F4-0064—Player 2 infinite health
80095BDC-0064—Player 1 infinite stamina
800963F8-0064—Player 2 infinite stamina
80095BE4-0030—Player 1 has RUMBLE
80096400-0030—Player 2 has RUMBLE
80095BE8-0235—Player 1 infinite RUMBLE time
8002CD12-2400—Infinite round time
80044E7A-2400—Infinite continue time
80033D4A-2400—Infinite continues
80033D40-0001—Add continue instead of losing



80097AD8-FFFF + 80097ADA-00FF—Max. cash
5000114C-0000 + 80097ADE-0003—All class champ/unlocked
5000114C-0000 + 80097AE0-0000—Every-one/Rank Champ

Samurai Shodown: Warriors Rage

8007E394-003B—Stop timer
800DD258-0100—Infinite health, Player 1
800DD258-0000—No health, Player 1
800DD290-0100—Infinite health, Player 2
800DD290-0000—No health, Player 2
800DD264-0080—Max. Rage Gauge, Player 1
800DD264-0000—No Rage Gauge, Player 1
800DD29C-0080—Max. Rage Gauge, Player 2
800DD29C-0000—No Rage Gauge, Player 2
D007E394-000A—Sudden Death mode
800DD258-0000 + D007E394-000A + 800DD290-0000—Sudden Death mode
D40DD2A-1000 + 800DD2A-0001—Press Up to fly

Star Wars: Jedi Power Battles

50000A01-0000 + 300B2675-0001—Levels unlocked Plo Koon
50000A01-0000 + 300B2619-0001—Levels unlocked Qui-Gon Jinn
50000A01-0000 + 300B2694-0001—Levels unlocked Darth Maul
50000A01-0000 + 300B2637-0001—Levels unlocked Mace Windu
50000A01-0000 + 300B25F9-0001—Levels unlocked Obi-Wan Kenobi

Test Drive 6

800AC6F0-0000—Class 1 Tour 1 finished 1st
800AC740-0000—Class 1 Tour 2 finished 1st
800AC888-0000—Class 2 Tour 1 finished 1st
800AC8D8-0000—Class 2 Tour 2 finished 1st
800ACA20-0000—Class 3 Tour 1 finished 1st
800ACA70-0000—Class 3 Tour 2 finished 1st
800ACBB8-0000—Class 4 Tour 1 finished 1st
800ACC08-0000—Class 4 Tour 2 finished 1st
300ACD3D-0005 + 300ACD49-0001—Paris completed
300ACD3F-0005 + 300ACD4B-0001—Rome completed
300ACD41-0005 + 300ACD4D-0001—London completed
300ACD3E-0005 + 300ACD4A-0001—New York completed
300ACD4C-0001 + 300ACD40-0005—Hong Kong completed

WWF Smackdown

D00ED41A-0001 + 800ED41A-0032—Infinite creation points
8007AC5E-0005—Player 1 start with 5 Specials
8007AC76-0005—Player 2 start with 5 Specials

8007AC8E-0005—Player 3 start with 5 Specials
8007ACA6-0005—Player 4 start with 5 Specials
80090700-FFFF + 80090702-FFFF + 80090704-FFFF + 80090706-FFFF + 80090708-FFFF + 8009070A-FFFF + 8009070C-FFFF + 8009070E-FFFF + 80090710-FFFF + 80090712-FFFF + 80090714-FFFF—Enable all characteristics
80090F7C-FFFF—Enable all heads
80090F90-FFFF + 80090F92-FFFF—Enable all tops
80090FA6-FFFF + 80090FA4-FFFF—Enable all bottoms

Nintendo 64

Fox Sports College Hoops '99

81097088-0100—Programmers team
80098E98-0088—Z-Axis stadium
80098E98-0089—Final Four stadium
810CA520-0454—No fans in crowd

NBA JAM 2000

81137116-0000—Team 1 scores 0
81137112-0000—Team 2 scores 0
8115B50A-FF00—Infinite turbo, Team 2 (Player 1)
8115B50E-FF00—Infinite turbo, Team 2 (Player 2)
8115B512-FF00—Infinite turbo, Team 1 (Player 1)
8115B516-FF00—Infinite turbo, Team 1 (Player 2)
811378DE-0016—Infinite shot clock
8113783A-005D—Infinite violation clock
81137116-0096—Team 1 scores 150
81137112-0096—Team 2 scores 150

Resident Evil 2

D1014FA4-6000 + 810E8928-8007 + D1014FA4-6000 + 810E892A-4110—Save anywhere (Press Z + B)
D1014FA4-1020 + 8012BFA8-0001—Access chest anywhere (press L + START)
D1014FA4-3020 + 8012BFA8-0003—Access map anywhere (press L + Z + START)
810E8EF4-05FE—Magnum in crate
810E8EF8-06FE—Custom magnum in crate
810E8EFC-07FE—Shotgun in crate
810E8F00-08FE—Custom shotgun in crate
810E8F04-09FE—Grenade launcher in crate
810E8F08-0AFE—Grenade launcher (Fire) in crate
810E8F0C-0BFE—Grenade launcher (Acid) in crate
810E8F14-0DFE—Colt SAA in crate
810E8F18-0EFE—Spark Shot in crate
810E8F1C-0FFE—Submachinegun in crate
810E8F20-10FE—Flamethrower in crate
810E8F24-11FE—Rocket Launcher in crate
810E8F28-12FE—Gatling Gun in crate

Rogue Squadron

801216E0-0008—Infinite lives
800FE622-0008—Infinite secondary weapons
8012171D-007E—Have all vehicles / levels
81128A4C-4316—Extra shields
80121755-0063—99 kills

80121756-0063—99 saves
80121757-0063—99 bonuses

Game Boy

720°

011C-9BCB—Infinite health

Bomberman Quest

0130-82CE—Infinite health

Harvest Moon

01FF-EFB8 + 01FF-F0B8 + 01FFF-F1B8—Infinite cash
0163-D2B8 + 0163-D3B8 + 0163-D4B8 + 0163-D5B8 + 0163-D6B8 + 0163-D7B8 + 0163-D8B8 + 0163-D9B8 + 0163-DAB8—Infinite seeds

Monopoly

0199-7CC4 + 0199-7DC4 + 0199-7EC4—Max. money

Monster Rancher Battle Card GB

015F-F8C1 + 015F-F7C1 + 015F-F6C1—Infinite HP
015F-15C2—Infinite GUTS
0100-FBC1 + 0100-FAC1—Beat one character to win

NHL Blades of Steel 2000

0100-50CA—Away team scores 0
0132-50CA—Away team scores 50
0100-52CA—Home team scores 0
0132-52CA—Home team scores 50

Pokémon Blue

0128-2DD0 + 0128-2ED0 + 0128-2FD0 + 0128-30D0—Infinite PP
01FF-16D0—Infinite health
0103-3CD1—No random fights
0199-47D3 + 0199-48D3 + 0199-49D3—Infinite money
01FF-D6CF—Never miss

R-Type DX

010B-68D1—Start on final level (R-Type DX)
9101-12D1 + 9101-1ED5—Invincible (R-Type DX)
9101-1ED5 + 9101-12D1—Invincible (R-Type II)

Rainbow Six

0130-4BD4—Infinite ammo

Rampart

0163-62CC—Stop timer

Rugrats: Time Travelers

0100-0AC2—No items on pick up
0163-11DA—Infinite continues

Superman

0128-2DC1—Infinite health
0106-BEC4—All keys

TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *TIPS & TRICKS Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *TIPS & TRICKS*. Players—show this page to your local arcade owner/operator and spread the word!

ALADDIN'S CASTLE

4400 Sargent Road • Sioux City, IA 51106 • (712) 276-2680

GAME	HI SCORE	NAME
Hydro Thunder (Arctic Circle)	1:49.32	Jamie Zepp
Hydro Thunder(Thunder Park)	1:50.03	Arolabino Okubanjo
Hydro Thunder(Thunder Park)	1:44.83	Jamie Zepp
Hydro Thunder (Lost Island)	1:38.93	Arolabino Okubanjo
Hydro Thunder (Lost Island)	1:39.29	Jamie Zepp
Hydro Thunder(Hydro Speedway)	1:44.68	Jamie Zepp
Hydro Thunder(Hydro Speedway)	1:52.06	Arolabino Okubanjo
Hydro Thunder(Nile Adventures)	3:04.87	Jamie Zepp
Hydro Thunder(New York Disaster)	1:49.43	Jamie Zepp

NICKELCADE

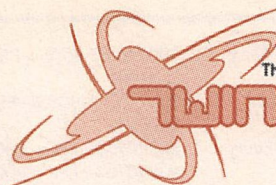
4160 South Redwood Road • Taylorsville, UT

GAME	HI SCORE	NAME
Tekken 3 (Heihachi)	1:01.06	Kelly G. Campbell
Tekken 3 (Paul)	1:11.61	Jeremy R. Bolton
Tekken 3 (Bryan)	1:14.53	Kelly G. Campbell
Tekken 3 (Bryan)	1:18.38	Jeremy R. Bolton
Tekken 3 (Julia)	2:09.85	Kelly G. Campbell

FRIAR TUCK'S GAMEROOM

674 River Oaks Drive • Calumet City, IL 60409 • (708) 891-1444

GAME	HI SCORE	NAME
Cruis'n Exotica (Korea)	1:11'91	Soulo
Cruis'n Exotica (Tibet)	1:09'14	Soulo
Cruis'n Exotica (Alaska)	1:12'80	Soulo
Cruis'n Exotica (Mars)	1:27'57	Soulo
Cruis'n Exotica (Amazon)	1:10'01	Soulo
Viper Phase One	2,411,385	ROC
Tetris	999,978	PAS
Tetris	999,321	RRW
Mortal Kombat 4	52 wins	M&J
Mortal Kombat 4	28 wins	30W



Some scores provided by:

The Official Electronic Games Scoreboard™

www.twingalaxies.com

HI SCORE ARCADE

612 E. Pine • Seattle, WA 98122 • (206) 860-8839

GAME	HI SCORE	NAME
Rush the Rock (Track 2)	5:02'46	William Hope
Galaga	207,840	Jeffrey Gilbert
Arabian Nights (pinball)	13,490,640	Roya Naini
Centipede	423,333	Dragonsue

SHATTO 39 LANES

3255 W. 4th Street • Los Angeles, CA 90020 • (213) 385-9475

GAME	HI SCORE	NAME
Marvel vs. Capcom 2	2,346,780,600	J.R. Rodriguez
Marvel vs. Capcom 2	78 wins	J.R. Rodriguez
Marvel vs. Capcom 2	56 wins	Julio
Tekken Tag Tournament	46 wins	Julio
Tekken Tag Tournament	0:59'68	Julio
Street Fighter III: 3rd Strike	9,846,700	J.R. Rodriguez
Street Fighter III: 3rd Strike	8,495,600	MORRO
Street Fighter III: 3rd Strike	20 wins	George Posadas
Street Fighter III: 2nd Impact	9,999,900	J.R. Rodriguez
Street Fighter III: 2nd Impact	15 wins	Adolfo

SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Mario Bros.	319, 270	Jason Wilson
Gauntlet Legends (Archer)	Level 99 x 9	DAV
Marvel vs. Capcom 2	52 wins	Ari Weintraub
Marvel vs. Capcom 2	37 wins	Ari Weintraub
Tekken Tag Tournament	21 wins	Ari Weintraub
Mortal Kombat	42 wins	CTJ

DAVE & BUSTER'S

6010 Richmond Ave • Houston, TX 77057 • (713) 952-2233

GAME	HI SCORE	NAME
Hydro Thunder (Nile Adventure)	2:46.17	Chin-Yu Lee
Hydro Thunder (Nile Adventure)	2:50.60	Chen-Liang Kuo
Hydro Thunder (Lake Powell)	1:35.86	Chin-Yu Lee
Hydro Thunder (Greek Isles)	1:32.23	Chin-Yu Lee
Hydro Thunder (Greek Isles)	1:33.43	Chen-Liang Kuo
Hydro Thunder (Venice Canals)	1:18.96	Chin-Yu Lee
Hydro Thunder (Venice Canals)	1:19.29	Chen-Liang Kuo



Hi Scores

CIRCUS ARCADE

1201 Paul Bunyan Dr. NW • Bemidji, MN 56601 • (218) 751-7733

GAME	HI SCORE	NAME
Area 51	303,650	Ben Ramsayer
Area 51	292,600	Ben Ramsayer
Area 51	279,750	Ben Ramsayer
Cruis'n Exotica (Alaska)	1:33'31	Terry Kirk
Cruis'n Exotica (Mars)	1:40'28	Terry Kirk
Cruis'n Exotica (India)	1:20'35	Terry Kirk

ALADDIN'S CASTLE

8300 Sudley Road Space F-12 • Manassas, VA 20109 • (703) 330-0174

GAME	HI SCORE	NAME
Hydro Thunder (Thunder Park)	1:47'53	CEP
Hydro Thunder (NY Disaster)	1:49'03	JAY
Hydro Thunder (Lost Island)	1:38'36	JAY
Hydro Thunder (Far East)	1:56'53	PGT
Hydro Thunder (Lake Powell)	2:00'59	CEP
Cruis'n World (Germany)	1:39.74	Paul Tholen
Cruis'n World (Italy)	1:41.98	Paul Tholen

DIAMOND JIM'S

2785 Montgomery Mall • Montgomery, AL 36116 • (334) 284-4439

GAME	HI SCORE	NAME
Alpine Racer 2	1:46'193	Tommy Davenport
Alpine Racer 2	1:46'140	N. Zimmerman
Crazy Taxi	\$3,183.52	Leon Brasington
Crazy Taxi	\$17,215.81	Nathaniel
Crazy Taxi	\$2,764.61	Tommy Davenport
X-Men vs. Street Fighter	1,129,800	Williw Rhodes
Ms. Pac-Man (turbo)	166,400	Candace
Ms. Pac-Man (turbo)	135,160	George Lee
Ms. Pac-Man (turbo)	109,520	Shiley Burton
Marvel vs. Capcom	1,119,300	Shirley Burton

FRIAR TUCK'S GAMEROOM

674 River Oaks Drive • Calumet City, IL 60409 • (708) 891-1444

GAME	HI SCORE	NAME
Crazy Taxi	\$83,494.05	JAC
Crazy Taxi	\$83,485.90	JAC
Cruis'n Exotica (Las Vegas)	1:26'70	Soulo
Cruis'n Exotica (Sahara)	1:09'10	Soulo
Cruis'n Exotica (India)	1:03'33	Soulo
Cruis'n Exotica (Atlantis)	1:23'22	Soulo
Cruis'n Exotica (Holland)	1:31'05	Soulo
Cruis'n Exotica (Hong Kong)	1:28'17	Soulo
Cruis'n Exotica (India)	1:03'33	Soulo
Cruis'n Exotica (Ireland)	1:19'10	Soulo

NAMCO'S CYBERSTATION

1056 Newgate Mall • Ogden, UT 84405 • (801) 392-1750

GAME	HI SCORE	NAME
Rush 2049 (Track 1)	2:48'01	Robert Davidson
Rush 2049 (Track 2)	3:53'56	Robert Davidson
Rush 2049 (Track 3)	3:56'18	Robert Davidson
Rush 2049 (Track 3)	3:41'46	Aaron Levitt
Ms. Pac-Man (Turbo)	89,880	Kevin Lee
Tekken Tag Tournament	6:28'00	Carl Stockstill
Crisis Zone	16:15'00	Adam Uppahad

ALL AMUSEMENT CENTER

7888-1 Van Nuys Blvd • Van Nuys, CA 91402 • (818) 756-0550

GAME	HI SCORE	NAME
Tekken Tag Tournament	47 wins	George Alfonso
Tekken Tag Tournament	2:03'00	SOO
Tekken 3	36 wins	Mark Jingco
Hip Hop Mania (Random Mode)	597,461	Mark Jingco
Hip Hop Mania (Easy)	606,597	Derrick Espinoza
Marvel vs. Capcom 2	56 wins	James Kim
Marvel vs. Capcom 2	29 wins	Lon Casino
Marvel vs. Capcom 2	19 wins	Andrew Go

WONDERPARK

870 The Great Mall Drive • Milpitas, CA • (408) 262-5990

GAME	HI SCORE	NAME
Point Blank	192,338	Chris Martin
Point Blank	164,461	Sam Dang
Point Blank	161,523	Jerilene Dizon
Point Blank	161,158	Carmen Ramos
Point Blank	155,920	Jason Gwynne
Point Blank	149,516	Anthony Tran
Point Blank	149,516	LoriAnn Basa

TIME-OUT

3661 Eisenhower Pkwy • Macon, GA 31212 • (912) 474-2511

GAME	HI SCORE	NAME
Point Blank 2 (Beginner)	107,538	George Stowe
Point Blank 2 (Beginner)	82,494	Cody Rhodes
Marvel vs. Capcom	1,129,500	Daniel Maynard
Hydro Thunder (Lost Island)	1:46.68	Christopher Musser
Hydro Thunder (Lost Island)	1:55.03	Larry Hixon
Hydro Thunder (Greek Isles)	1:51.13	Steven Whitehouse
Hydro Thunder (New York Disaster)	2:01.03	Christopher Musser



HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call *TIPS & TRICKS*! We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

3DO

1-900-CALL-3DO (1-900-225-5336)
HOURS: Monday through Friday,
9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS

1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific
Standard Time for live information, 24 hours for autom-
ated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, \$1.40/minute live,
\$6.95 to \$16.95 for tips by mail, \$5 to \$20 for card
recharge.
(Canada): \$1.50/minute for automated hints

ACCLAIM

1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION

1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday,
9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): \$1.49/minute

AGETEC, INC.

1-900-288-ASCII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWARES CORP.

1-900-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE

1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or \$1.25/minute for live assistance

CAPCOM

1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday,
8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded infor-
mation; \$1.35/minute for live help
(Canada): \$1.35/minute

CRAVE ENTERTAINMENT

1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): \$1.50/minute

DREAMWORKS INTERACTIVE

1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS

1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS

1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): \$1.15/minute

FOX INTERACTIVE

1-900-CALL4FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE

1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min.

INFOGRAMS

1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERACT GAMESHARK CODELINE

1-900-773-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): \$1.27/minute
COST (Canada): \$1.79/minute

INTERPLAY

1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

KONAMI

1-900-896-HINT (1-900-896-4468)
HOURS: Automated help 24 hours a day, 365 days a year;
live assistance Monday through Friday, 9 AM to 5:30 PM
(Pacific Standard Time)
COST: 95¢/minute for automated help; \$1.25/minute for
live assistance

LUCASARTS

1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

MIDWAY

1-903-874-5092
HOURS: Monday through Friday,
10 AM to 6:30 PM (Central Time); Automated help avail-
able 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO

1-900-737-2262
HOURS: Monday through Friday,
9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips; \$1.15/minute for
live assistance

NINTENDO

1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday,
6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): \$1.50/minute
COST (Canada): \$2.00/minute
COST (Power Line): Standard long-distance rates to Seat-
tle, Washington apply

PSYGNOSIS

1-900-976-HINT (1-900-976-4468)
HOURS: Monday through Friday, 9 AM to 5 PM for live
assistance; automated tips available 24 hours a day, 365
days a year
COST: 95¢/minute for automated tips, \$1.35/minute for
live assistance

SEGA

1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips,
\$1.50/minute for live assistance
COST (Canada): \$1.50/minute

SIERRA

1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA

1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific
Standard Time) for live assistance; automated support
available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips,
\$1.25/minute for live assistance, \$4.95 for mailed-out tips
COST (Canada): \$1.25/minute

SQUARE SOFT

1-900-407-KLUE (1-900-407-5583)
HOURS: Monday through Friday, 8 AM to 11:45 AM and
1 PM to 5 PM (Pacific Standard Time) for live assistance;
automated support available 24 hours a day, 365 days a
year
COST: 95¢/minute for automated tips, \$1.15/minute for
live assistance

SUNSOFT

1-714-850-2700
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific
Standard Time)
COST: Standard long-distance rates to California apply

TECMO

1-310-944-5005
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific
Standard Time)
COST: Standard long-distance rates to Southern Califor-
nia apply

THQ

1-900-370-HINT (1-900-370-4468)
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific
Standard Time) for live assistance; automated support
available 24 hours a day
COST: 95¢/minute for automated tips, \$1.25/minute for
live assistance

UBI SOFT

1-900-420-4UBI (1-900-420-4824) (U.S.)
1-900-451-5555 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): \$1.50/minute

VIRGIN INTERACTIVE

1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
HOURS: 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute
COST (Canada): 55¢ for the first minute, \$1.25 each
additional minute

FuncoLand®

Super Store

www.funcoLand.com

1-888-684-8969

YOUR VIDEO GAME SOURCE

WWW.FUNCOLAND.COM

• **PLAYSTATION 2 ORDERING INFO**

• **OVER 7,000 TITLES**

• **WIN A PS2!**

• **NEWSLETTER**

• **ONLINE SWEEPSTAKES**

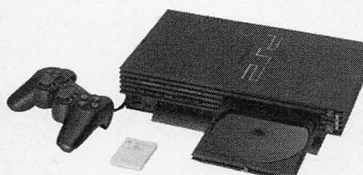
• **POKEMON SUPPLIES & HUNT**

• **CALL TOLL FREE**

1-888-684-8969

PS2 IS COMING OCTOBER 26, 2000

*Check our website or call toll free for
ordering information!*



**ARE YOU
READY?**

WWW.FUNCOLAND.COM



**RESERVE THESE
HOT TITLES TODAY!**

Playstation 2 System

Banjo Tootie - N64

Perfect Dark - GB

ESPN Baseball Tonight - DC

Ecco the Dolphin - DC

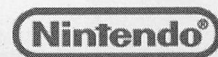
Threads of Fate - PSX

Sega Dreamcast



GAME GEAR

PC GAMES



Funco Inc. • 10120 West 76th St. • Mpls, MN 55344

Funco Inc. FuncoLand is a registered trademark of Funco Inc. All rights reserved. ©Playstation 2, Dert, Shane & Rose are registered trademarks of Sony. All rights reserved.



BY RICH KRUPA

HERCULES

THE LEGENDARY JOURNEYS™

THE PLAYERS

HERCULES

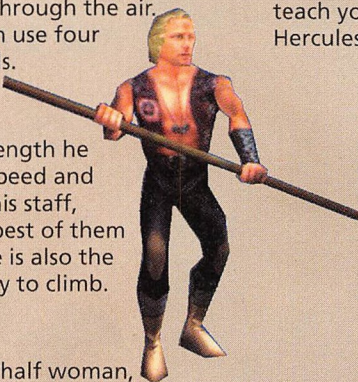
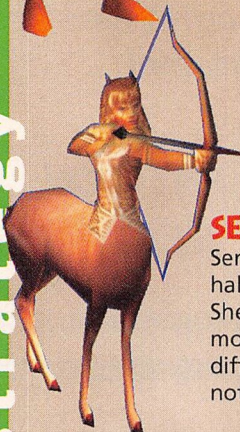
Even though Hercules is the main character of the game, he is not always the best man for the job. Hercules' main attacks involve hand-to-hand combat using his obvious strength. He has the ability to pick up large boulders and stunned enemies, sending them flying through the air. He is also the only one who can use four different elemental magic spells.

IOLAUS

What Iolaus lacks in strength he makes up for with his speed and agility. Equipped with his staff, Iolaus can take on the best of them with a mean combo. He is also the only one with the ability to climb.

SERENA

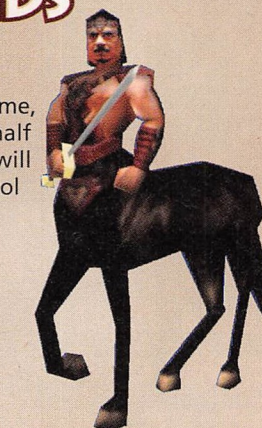
Serena the Golden Hind is half woman, half deer and equipped with a bow and arrow. She can attack barely-visible enemies using "sniper" mode, which is becoming a standard feature in many different types of games. Unfortunately, Serena is not capable of any other methods of attack.



THE FRIENDS

CHEIRON

The first character that you will meet in the game, Cheiron is a Centaur—half man, half horse—who will teach you how to control Hercules.



HEPHAESTUS

Hephaestus is the god of fire and the blacksmith for the gods of Olympus. Hercules will visit Hephaestus often to forge magical artifacts needed to advance in the game.



WALKTHROUGH

CHEIRON'S FARM

You will start the game down on the farm. The only object here is to listen to Cheiron's commands and hone your fighting skills. Spend as much time as you want here to become familiar with the controls. When you are done with your training, make your way to the Forest Path to start the journey.

FOREST PATH

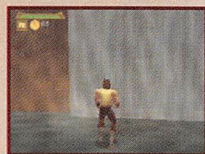
- ◆ Follow the path to the right to fight the bandits that appear out of the tent. When you have beaten five soldiers, use Hercules' super punch to destroy the tent (hold down **B** until his arm is cocked, then release).
- ◆ Continue along the left path until you reach a large rock in the wall. Remember your training—lift the rock up to destroy it. This will reveal a chest containing a key.
- ◆ Follow the path to the right to fight the bandits that appear out of the tent. When you



FOREST PATH



have beaten five soldiers, use Hercules' super punch to destroy the tent (hold down **B** until his arm is cocked, then release).



◆ Continue along the left path until you reach a large rock in the wall. Remember your training—lift the rock up to destroy it. This will reveal a chest containing a key.



◆ Walk through the waterfall and use the key to open the large wooden doors at the end of the path.



◆ Once past the doors, enter the cave to the right to find Iolaus waiting to greet you. He will explain that the vines are dead and he cannot continue this way.

◆ Leave the cave and continue down the path until you reach Traycus.

CYCLOPS' FORT



◆ Walk up to Cyclops and talk to him to start the fight. Due to the fact that he has only one eye—duh!—Cyclops is vulnerable to side attacks. When you knock him down, he will bang on the ground with his club. Avoid the shockwaves by jumping up in the air as his club hits the ground.



◆ Once you have defeated Cyclops you will find yourself outside the fort in Traycus.

TRAYCUS

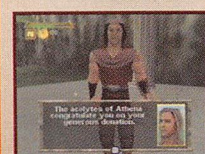


◆ After you have defeated Cyclops, talk to the farmer. He will give you some extra wheat from his crops.



◆ Enter the Mill to have the wheat ground into flour.

◆ Locate the Shrine at the top of the level where you can purchase a Medallion of the Gods for a 100 dinars.



◆ Leave Traycus and go back to where you first met Iolaus.

◆ Once you regain control of Iolaus, climb the vines and make your way to Nespa.

TRAYCUS

◆ Enter the Tavern to the right of the entrance to buy some magic potions. There are four potions: earth, lightning, fire and ice.

◆ Cross the river and follow the ramp to the top. Talk to the woman standing there. She will tell you that she has lost her cookbook and needs you to find it for her.

◆ Walk down the ramp and enter the house on the right. Examine the bookshelf to find the missing cookbook.

◆ Return the cookbook to the woman. Inside the cookbook she will discover a key, which she will hand to you.

◆ Enter the watchtower to the left of the tavern.

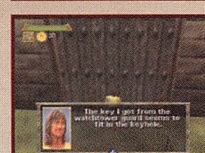
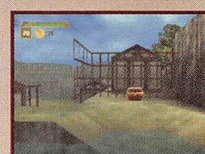
The guard on the inside will tell you that he has lost his teddy bear.

◆ Equipped with the key from the woman, cross the river in the upper part of town to find a chest. Inside this chest is the guard's precious teddy.

◆ Return the teddy bear to the guard; he will give you the key to Cyclops' fort.

◆ Locate the house in the corner where you met the woman with the cookbook. Inside is a man who will ask you to deliver a message to his cousin in Alpsius.

◆ Use the key to enter the fort.



NESPA

◆ Visit the shrine to the left of the entrance to buy another Medallion.

◆ Enter the second house to the right of the entrance. Inside you will meet a little girl who has lost her cat.

◆ Find the house with vines growing on the side. Climb the vines to reach the ledge above and find the lost cat.

◆ Return the cat to the little girl and she will offer to bake you a date pie. Give her the bag of flour you received in Traycus.

◆ Locate the pool in the center of town. Walk into the center of the pool until the "look" icon appears. You will pick up a small key.

◆ Enter the house surrounded by a gate in the upper part of the village. Talk to the woman inside and she will tell you that she is hungry. Give her the date pie and she will show you a secret passage in the fireplace.

◆ Once through the secret passage, climb the vines that are on the side of the house. From the roof you will see a chest on the ledge. Use the key to find the Dispel Gem.

◆ Use the Dispel Gem to release the Mayor located in the large house in the center of town. Once he is released, he will give you the key to Thrace.

◆ Make your way back to the cave and switch back to Hercules. Once you are in control of Herc, make your way back Traycus. Use the key to open the doors leading to Thrace behind the Scribe's hut.



TO THRACIAN ROAD



THRACIAN ROAD



- ◆ You will need to find five switches to open the wooden doors at the end of this path.
- ◆ The first switch is located to the right after the first set of tents.
- ◆ The second switch can be found at the end of a short ramp on the left.
- ◆ When you reach a fork in the road, follow the path to the right to find the third switch.
- ◆ The fourth switch is on top of a wooden platform along the left path.
- ◆ The fifth and final switch can be found to the right of the exit



ALPSIUS

- ◆ Search the village until you find the only villager that will speak to you. Buy the large steer skin he offers to sell you.
- ◆ Return to Thrace and resume control of Hercules. Just as before, you will need to return to the tailor shop in Traycus. The tailor will now make a leather coat big enough for Hercules. With his new coat to keep him warm, Hercules can now enter Alpsius.



HEPHAESTUS' CAVE

- ◆ Search the village until you find the only villager that will speak to you. Buy the large steer skin he offers to sell you.
- ◆ Return to Thrace and resume control of Hercules. Just as before, you will need to return to the tailor shop in Traycus. The tailor will now make a leather coat big enough for Hercules. With his new coat to keep him warm, Hercules can now enter Alpsius.



GIGANTUS' LAIR



- ◆ To defeat Gigantus you must keep hitting him until he is stunned. When Gigantus starts blocking your attacks, be careful because he is about to charge at you.
- ◆ When Gigantus is stunned, quickly pick him up and throw him into the lava pit. Once he is defeated, you will gain the Heart of Gigantus.
- ◆ Take the Heart of Gigantus to Hephhaestus' forge where he will make the Rune of Asterius for you.
- ◆ Once you have the Rune, talk to the villager to the left of the door that is embedded in the mountainside. He will tell you to find something shiny before he will let you pass. Show him the Rune that you just received from Hephhaestus.
- ◆ Enter the door and make your way back to Nespa.

THRACE

- ◆ Once in Thrace, locate the worshipper and buy a Medallion of the Gods.
- ◆ There are only two buildings that you may enter in this town, the first one being the Tavern where you can save and buy some more potions.
- ◆ The other house has a broken-down wheelbarrow next to it. Enter the house and talk to the villager inside. Buy the small calfskin he offers you.
- ◆ After you have the calfskin, return to Traycus to visit the tailor. The tailor will make a small coat for you. The leather coat is too small for the mighty Hercules, but will fit Iolaus just fine. Return to Thrace and talk to Iolaus to take control of him.
- ◆ Find and enter the door that leads to Alpsius.



GIGANTUS' LABYRINTH

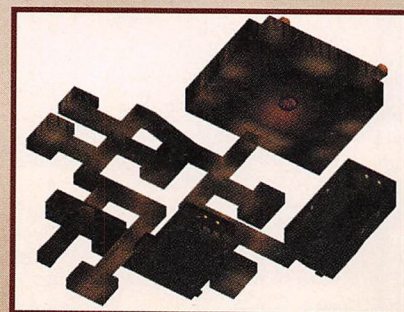
- ◆ There are two buttons that you will need to activate in the proper order before you can exit the maze. The first one is located near the end of the level.
- ◆ After you have pushed the first button, make your way back to the beginning of the maze to push the second button.
- ◆ With both buttons activated, you can exit through the door at the end of the maze that leads to Gigantus' lair.



ASTERIUS' LABYRINTH



- ◆ Once in Nespa, enter the wooden doors located in the rear of the town.
- ◆ To make your way through this maze you will need to open six chests in the proper sequence.



Above each chest you will see a number. Open each chest in order, starting with number one. When all the chests are open, exit the maze to take on Asterius himself.



ASTERIUS' LAIR



◆ Attack Asterius just like you fought Gigantus in the first lair. This time you will need to hit the three gongs in the back of the room to raise the lava in the pit. Once the lava has risen, throw Asterius into the lava to collect the Heart of Asterius.



◆ Take the Heart of Asterius to Hephaestus so he can make the Rune of Gryphus for you.

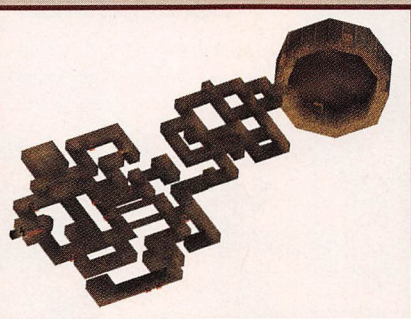


GRYPHUS' LABYRINTH



◆ To enter the maze, examine the square block in front of the large doors.

◆ Once inside you will need to make your way to the end of the maze, locating all the keys and carefully avoiding all the traps.



SAN TOMANICUS

◆ Return to Thrace and find the door marked "San Tomanicus."

◆ At the end of the Seaside Path you will reach a small village populated only by women.

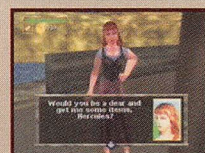
◆ Buy a Medallion of the Gods from the worshipper. Then locate the bait shop and buy some bait.

◆ Follow the path next to where you entered the village. This will lead you to a small beach area. Swim out into the ocean and talk to the girl in the rowboat. She will give you her fishing net.

◆ Return to the main part of the village and locate the girl in the large boat. Give her the bait and fishing net. In return she will give you some oysters.

◆ Locate the oyster shucker and let her shuck your oyster. She will discover a pearl.

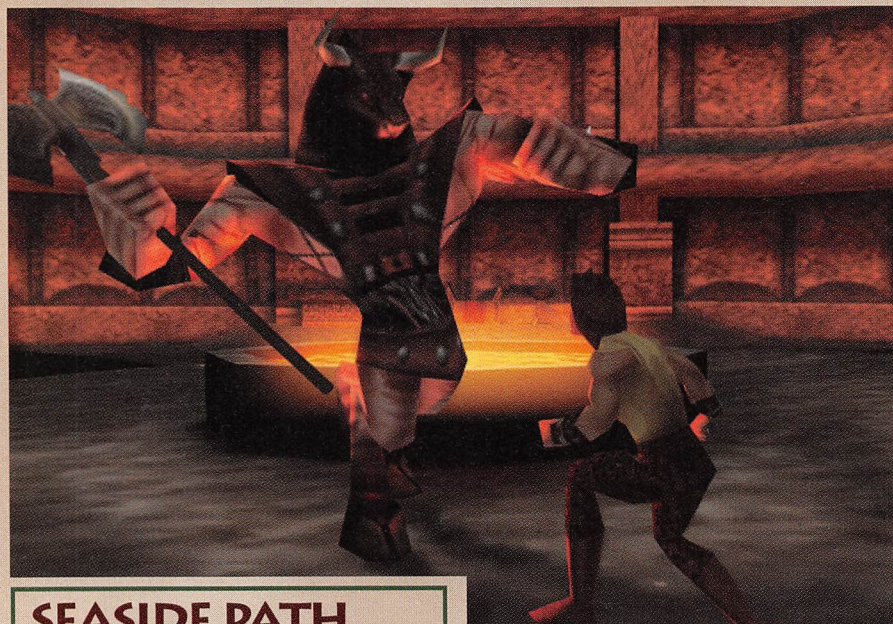
◆ Take the pearl and enter the Tavern to find Morrigan. Talk to Morrigan and bribe her with the pearl. She will give you the key to the Maze of Gryphus.



GRYPHUS' LAIR

◆ Gryphus is real easy if you have a couple of ice spells in your inventory. While Gryphus is frozen, quickly destroy all four statues. When all four statues are destroyed, hop onto the small platform that lowers on the wall. Once you're on the platform, the room will fill with lava, destroying Gryphus.

◆ You will receive the final heart. Take the Heart of Gryphus to Hephaestus where he will forge the Rune of Mnemosyne.



SEASIDE PATH

◆ Work your way down the path until you see a cave. Enter this cave to take control of Serena.

◆ Use Serena's sniper mode to pick off all the guards in the distance. Once all of the guards have been removed, make your way to the exit.



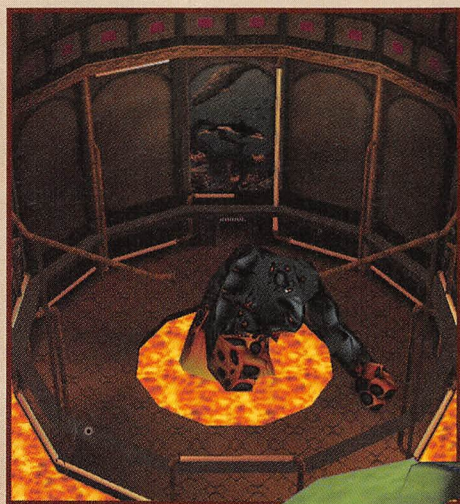


THE PRISON OF MNEMOSYNE

◆ To defeat Mnemosyne you will have to shoot the targets on the walls. You must shoot each target three times in a row to fill the pipes with water. When all the pipes are filled, Mnemosyne will be weakened and make her retreat.



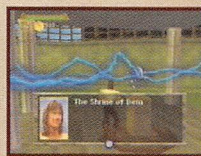
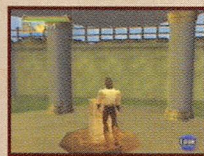
◆ You will now gain the Heart of Mnemosyne from the pit. Return to Alpsius where Hephaestus will forge the Medallion of Zeus.



GARDEN OF SHRINES

◆ Return to Thrace one more time and enter the door that is marked "Garden of Shrines."

◆ Activate all the shrines by placing each Medallion of the Gods on the corresponding shrine. Be sure to activate the shrine at the top—the one that can be reached by using the crate—last. You will then be warped to Mount Olympus.



MOUNT OLYMPUS

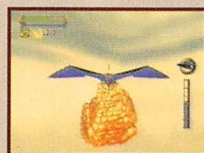


◆ Use the warps to make your way to the top of Olympus. When you reach a level with three boxes on the floor, move them in a "up, down, up" pattern to open the next warp.

◆ When you reach the top of the last island, you will see Serena. Talk to her to take control of her and enter the pool to reach Braxis' Lair.



BRAXIS' LAIR



◆ When fighting Braxis, be sure to avoid his flame. Wait until Braxis flies past you, then quickly switch to

sniper mode and pummel him with your arrows. Keep doing this until Braxis falls. You will be warped back to Olympus.

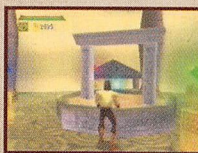
THE TEMPLE OF ARES

◆ Once you have returned to Olympus, take control of Hercules. Place the four crystals on the surrounding pedestals to raise the gate in the center of the pool. Enter the gate to be warped to Ares' lair for the final confrontation, which consists of three long rounds.

◆ In the first round you will face Ares head-on. Keep attacking until half his health bar is gone. He will then disappear, leaving you to face his minions.

◆ In the second round you will have to fight four guards at a time as they emerge from the mirrors along the walls. Try to save your magic spells for the final round with Ares. You can beat these guards by hitting them and running away. Keep repeating this until the last guard falls.

◆ In the third and final round, you will have to face three Ares at the same time. The Ares that flashes white when hit is the real Ares. Try to focus all of your attacks on this one because you only need to defeat him. A couple of ice spells will really make this fight easy. Once Ares is defeated, you will gain the crystal that has Zeus imprisoned inside. Hercules will smash the



crystal, releasing his father and restoring peace once again!



Hard Core

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *TIPS & TRICKS*. Let's get on to this month's batch of Core designs!

The champions, from left to right: Mark Gamble (2nd Place), Shawn Sodman (1st Place), Dayne Jacobs (3rd Place)

Dayne gets my vote for the gutsiest Core design entered in the tournament. While most combatants opted for a powerful laser rifle as their main weapon, Dayne employed a relatively weak machine gun. Through skillful dodging and targeting, he was able to whittle away at opponents while remaining out of harm's way, securing 3rd Place through a series of upset come-from-behind victories. Of the top three Core designs in the tourney, Dayne's HardCore is the fastest and has fewer armor points. The best strategy to use with this Core is circle-strafe tactics, boosting and hovering attack runs and a hit-and-run mentality.

105



TIPS & TRICKS

Tournament Report

by
Jason
Wilson

Sponsored by



This monthly column features on-the-spot coverage of arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *TIPS & TRICKS* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *TIPS & TRICKS Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.



East Coast Street Fighter Championships

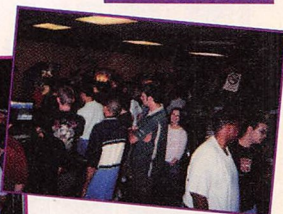
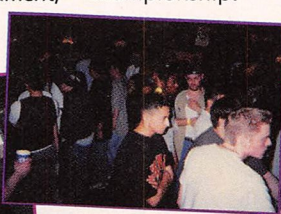
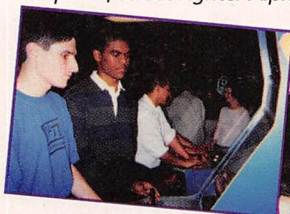
Memorial Day Weekend was a madhouse once again at Chris Cotty's Eight on the Break in Dunellen, New Jersey. On May 27 and 28, 2000, over 80 players from all parts of the United States arrived to show off their fighting game prowess—not to mention competing for hundreds of dollars in cash and the chance to win a dedicated *Street Fighter Champion Edition Hyper Fighting* arcade cabinet!

With most of the matches for the six tournament games (*Super Street Fighter II Turbo*, *Street Fighter Alpha 2*, *Street Fighter Alpha 3*, *Tekken Tag Tournament*,

Street Fighter III: 3rd Strike and *Marvel vs. Capcom*) heading into the wee hours of the morning, it was purely amazing that John Choi—the first-place winner in three of the six tournaments that featured some of the best players in the United States—had the stamina to compete after flying coast-to-coast the night before! Listed below are the top 10 players for each tournament. Special thanks to Todd Dwyer for running a spectacular tournament once again and Chris Cotty for use of his facilities for another major east Coast Championship!



Alex Valle—
Overall winner



Street Fighter Alpha 3 (62 participants)

1. John Choi (Davis, CA)
2. Alex Valle (Westminster, CA)
3. Henry Cen (New York, NY)
4. Eddie Lee (Queens, NY)
5. Jef Pearlman (Boston, MA)
5. Arturo Sanchez (New York, NY)
7. Estuardo Enriquez (Alexandria, VA)
7. Jason Cole (San Jose, CA)
9. Todd Dwyer (Piscataway, NJ)
9. Scott Bradburn (Boston, MA)
9. Rob Ingram (Orange County, CA)
9. Pete Talley (Staten Island, NY)

Marvel vs. Capcom (64 participants)

1. Eddie Lee (Queens, NY)
2. Josh Wigfall (Connecticut)
3. Arturo Sanchez (New York, NY)
4. Mike Devonish (Connecticut)
5. Justin Wong (New York, NY)
5. Alex Valle (Westminster, CA)
7. Gary Asuncion (New Jersey)
7. Brian Mai (New Jersey)
9. Rich Carnage (New Jersey)
9. Yul Kang (New Jersey)
9. John Dacles (New Jersey)
9. Anthony Pierini (New Jersey)

Street Fighter Alpha 2 (37 participants)

1. John Choi (Davis, CA)
2. Alex Valle (Westminster, CA)
3. Omar Deloney (Virginia Beach, VA)
4. Thao Duong (Orange County, CA)
5. David Sirlin (Sacramento, CA)
5. Wes Truelson (Minneapolis, MN)
7. Tony Carmona (Racine, WI)
7. Scott Bradburn (Boston, MA)
9. Eddie Lee (New York, NY)
9. Allan "Kei" Chow (Edison, NJ)
9. Roger Liu (New Jersey)
9. Jae Purvis (New Jersey)

Tekken Tag Tournament (65 participants)

1. Alex Valle (Westminster, CA)
2. Shaun Larusel (California)
3. William Bang (Virginia)
4. Casey Monahan (New Jersey)
5. Aris Cuevo (New Jersey)
5. Ron J. So (New Jersey)
7. Tony Carmona (Wisconsin)
7. Mike Tsui (New Jersey)
9. Alex Kim (New Jersey)
9. Tommy Nguyen (New Jersey)
9. Bryheem Keys (New Jersey)
9. "Frenchy" (New Jersey)

Super Street Fighter II Turbo (46 participants)

1. John Choi (Davis, CA)
2. Omar Deloney (Virginia Beach, VA)
3. Ryan King (Virginia Beach, VA)
4. Pete Talley (Staten Island, NY)
5. Joel Frank (New York, NY)
5. Collin Smythe (Virginia Beach, VA)
7. Julien Robinson (Philadelphia, PA)
7. Jesse Howard (Minneapolis, MN)
9. David Sirlin (Sacramento, CA)
9. Jason Cole (San Jose, CA)
9. David Spence (Toronto, Canada)
9. Ted Pappas (New Jersey)

Street Fighter III: 3rd Strike (65 participants)

1. Alex Valle (Westminster, CA)
2. Eddie Lee (Queens, NY)
3. John Choi (Davis, CA)
4. Henry Cen (New York, NY)
5. Justin Wong (New York, NY)
5. Nick Lee (New York, NY)
7. Charlie Wang (New York, NY)
7. Victor G (New York, NY)
9. Jimmy Choi (New York, NY)
9. Sean Ozawa (New York, NY)
9. John Gordon (New York, NY)
9. Mike Devonish (New Jersey)



Funspot 2000 Classic Video Games Championship

Donkey Kong Jr.
Jason Wilson—66,500

Double Dragon
Jason Wilson—126,210

Dragon Spirit
Jon Dworkin—120,760

Duck Hunt
Randy Lawton—1,033,300

Frogger
Pat Laffaye—229,270
Donald Hayes—102,140

Galaga
Stephen Krogman—11,849,370
Donald Hayes—1,485,630

Galaxian
Perry Rodgers—251,180

Gauntlet
Adam Wood—15,865

Gauntlet II
Brian Laskiewicz—3,329

Gyruss
Steven Kyriakides—6,369,150
Jon Dworkin—431,300

Hang-On
Pat Laffaye—31,602,890

Hypersports
Peter Skerritt—204,790
Adam Wood—40,230

Joust
Mark Longridge—648,000
Esa Kokko—426,000

Joust 2
Mark Longridge—421,400
Pat Laffaye—380,300

Jr. Pac-Man
Rick Fothergill—619,520
New World Record!

Kiss pinball
Eric Stone—1,507,390
Lisa Bartlett—1,376,670

Mania Challenge
J. Eric Geddes—1,222,350
James Mathewson—447,500

Mappy
Dave Nelson—81,470
Jon Dworkin—65,530

Marble Madness
Esa Kokko—117,650

Mario Brothers
Perry Rodgers—1,019,870
Jason Wilson—215,340

Millipede
Donald Hayes—738,410

Missile Command
David O'Neil—92,505

Ms. Pac-Man
Darren Harris—910,700
Chris Ayra—910,360

Out Run
Esa Kokko—38,311,890
Cameron Feltner—33,243,720

Pac-Man
Brian Laskiewicz—1,439,330

Pac-Man Plus
Brian Laskiewicz—183,740
Jon Dworkin—153,440

Pengo
Adam Wood—66,580
Jon Dworkin—58,580

Playboy pinball
Eric Stone—1,108,020
David O'Neil—880,140

Pleiades
Adam Wood—49,910

Pole Position
Chris Ayra—66,310
Dave Nelson—63,550

Popeye
Jason Wilson—126,570

Punch-Out!!
Adam Wood—48,020

Q*Bert
Donald Hayes—500,000

Qix
Pat Laffaye—57,982

Quartet
Adam Wood—197,400
Timothy Cook—36,200

Rally-X
Bob Lawton—99,070
Brian Kuh—81,120

Ring King
Damon Fleming—408,000

Road Runner
Jon Dworkin—583,780
Adam Wood—248,050

Robotron
Donald Hayes—301,475

Rolling Thunder
Jon Dworkin—254,840
Jason Wilson—129,980

Seawolf
Dave Nelson—9,500
Adam Wood—6,100

Shooting Master
Adam Wood—475,100

Sky Jump Pinball
Mark Mason—82,360
Eric Stone—41,940

Sky Shark
Adam Wood—86,840

Space Duel
Adam Wood—26,960

Space Harrier
Jon Dworkin—27,669,030
Eric Geddes—16,341,090

Space Invaders
Perry Rodgers—48,480
Chris Ayra—9,440

Space Shuttle Pinball
Eric Stone—2,483,760
Lisa Bartlett—1,741,050

Spy Hunter
Pat Laffaye—273,540
Jason Wilson—112,310

Star Wars
Robert Mruczek—3,317,642
Donald Hayes—3,009,747

Superman pinball
Eric Stone—722,950
Judith Sawyer—393,160

Super Galaxian
Jon Dworkin—27,540
Dwayne Richard—26,060

Super Street Fighter II
Ben Addair III—742,800

Tapper
Jenn Sweet—115,525
Adam Wood—48,425

Tetris
Zack Hample—144,161
Adam Wood—92,460

Tiger Road
Nick Ortakales—27,010
Jenn Sweet—24,900

Time Pilot
Brian Laskiewicz—133,000
Nick Ortakales—69,500

Track N Field
Tommi Tiihonen—91,520
Esa Kokko—87,380

Tron
John Marks—1,889,214
Donald Hayes—1,696,532

Turbo
Cameron Feltner—27,162
Rick Fothergill—19,202

Turbo Out Run
Esa Kokko—42,162,410

Twin Cobra
Neil Chapman—931,880
Jason Wilson—796,840

Wheels
Dave Nelson—886
New World Record!
Cameron Feltner 882

Wonderboy
Jason Wilson—206,680
New World Record!
Corey Sawyer—130,840

Zaxxon
Donald Hayes—359,200
John Marks—109,050

Zoo Keeper
Chris Burnell—779,900
Adam Wood—602,670

TOURNAMENT CALENDAR

July 16, 2000

Florida State Street Fighter Championships

Contact: Nelson Santamaria
Miami Lakes, FL
(305) 620-1418
NASRJD@aol.com

Street Fighter fans from all over Georgia and Florida are invited to the monthly Florida State Street Fighter Championships which started April 15 and continue monthly at various local arcades on the third weekend of each month. Each tournament will consist of a single elimination, two-out-of-three match, three-out-of-five round Street Fighter Alpha 3 tournament. A Florida rankings system will be in effect, with top players walking away with cash prizes!

July 29-30, 2000

Classic Gaming Expo 2000 (CGE2K)

Jackie Gaughan's Plaza Hotel
1 S Main St
Las Vegas, NV 89101
516-568-9768
<http://www.cgexpo.com>
Various arcade and classic console game tournaments will be held at the annual Classic Gaming Expo, all of

which will once again be emceed by Walter Day, official scorekeeper for Twin Galaxies, with scores from this event to be published in the second edition of the *Twin Galaxies' Official Video Game & Pinball Book of World Records*. Games featured at last year's expo included *Hydro Thunder* (with a \$1,000 grand prize for best time), *Tetris*, various Bally Astrocade and Atari 2600 console titles and *Tutankham*, with a \$1,000 prize and new world record going to Dwayne Richard of Alberta, Canada! Actual tournaments and prizes will be announced at a later date, but are expected to include world champion arcade players such as Billy Mitchell (*Donkey Kong*, *Pac-Man*, *Donkey Kong Jr.*, *Burger Time*) and Steve Krogman (*Galaga*).

August 19, 2000

Florida State Street Fighter Championships

Contact: Nelson Santamaria
Miami Lakes, FL
(305) 620-1418
NASRJD@aol.com
See July 16 tournament for info.

Florida State Alpha 3 Rankings



Monthly tournaments have begun in Miami inviting the best Street Fighter Alpha 3 players across the state! Since they began in April, three tournaments have taken place that will ultimately decide the top five players in the state. Here are the current Florida State Street Fighter Alpha 3 rankings, along with characters used during tournament play:

1. Alex Navarro (X-Mode Dhalsim, V-Mode Charlie)
2. Nelson Santamaria (V-Mode Ken, V-Mode Zangief)
3. Robert "Luigi" Cantillo (A-Mode Dhalsim)
4. Angel Mateo (V-Mode Akuma, V-Mode Dhalsim)
5. Johan Palacios (A-Mode Adon, X-Mode Rolento)

TIPS & TRICKS™

BACK ISSUES

1997

January -(X971) X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

February -(X972) Virtua Fighter 3: Sonic 3D Blast, Persona

March -(X973) Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

April -(X974) Turok: Dinosaur Hunter (Part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May -(X975) Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok: Dinosaur Hunter (Part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

June -(X976) Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

July -(X977) Tekken 3: Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

October -(X97A) Castlevania—Symphony of the Night: Time Crisis, Felony 11-79, Multi Racing Championship, Oddworld: Abe's Oddysey, Ghost in the Shell, Tekken 3 (Part 2), IQ: Intelligent Qube—Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

December -(X97C) Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (Part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

1998

February -(X982) Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct,

Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

September -(X989) Parasite Eve: Pocket Fighter, Bomberman Hero, Deadly Arts, G-Darius, Radikal Bikers, Shining Force III, Devil Dice, Vigilante 8, Heart of Darkness

October -(X98A) Thrill Kill: F-Zero X, The Fifth Element, Street Fighter Alpha 3, Moto Racer 2, Iggy's Reckin' Balls, Kagero: Deception II, Soul Calibur, Spice World + Game Boy Camera Secrets

November -(X98B) Tenchu—Stealth Assassins: GT64 Championship Edition, Colony Wars: Vengeance, Knife Edge, Duke Nukem: Time to Kill, Ninja: Shadow of Darkness, Metal Gear Solid (Part 1)

December -(X98C) The Legend of Zelda—Ocarina of Time (Part 1): Rogue Trip, Bushido Blade 2, Armored Core: Project Phantasma, WCW/NWO Revenge, Metal Gear Solid (Part 2)

1999

January -(X991) Bust A Groove: Tomb Raider III (Part 1), Guilty Gear, Glover, Xenogears, Crash Bandicoot: Warped

February -(X992) Gauntlet Legends: Brave Fencer Musashi, Penny Racers, Destrega, The Legend of Zelda: Ocarina of Time (Part 2), Tomb Raider III (Part 2)

March -(X993) Syphon Filter (Part 1): CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

June -(X996) Super Smash Brothers: Super Mario Brothers Deluxe, Ehrgeiz, Shadow Madness, The House of the Dead 2 (Part 1), Bomberman Fantasy Race, Guardian's Crusade (Part 2)

July -(X997) Driver: Gex 3, Star Wars Episode 1 Racer, Bloody Roar 2, Driver (Part 1), Star Ocean: The Second Story, Hybrid Heaven, NBA Showtime: NBA on NBC, The House of The Dead 2 (Part 2)

August -(X998) Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

September -(X999) Um Jammer Lammy: Legacy of Kain: Soul Reaver, Street Fighter III: 3rd Strike, Tail Concerto, Shadowgate 64 (Part 2), Croc 2

October -(X99A) Final Fantasy VIII (Part 1): Dino Crisis, Duke Nukem: Zero Hour, Sonic Adventure, Survival Kids

November -(X99B) Crash Team Racing: Monster Rancher 2, WCW Mayhem, Mortal Kombat Gold, Rising Zan: Samurai Gunman, Tekken Tag Tournament, Final Fantasy VIII (Part 2)

December -(X99C) 007: Tomorrow Never Dies: Winback, Spyro 2: Ripto's Rage, Sega Bass Fishing, Tony Hawk's Pro Skater, Hot Wheels Turbo Racing

2000

January -(X001) Toy Story 2: Resident Evil 3: Nemesis, Toy Commander, Paperboy, Lego Racers, Harvest Moon, Prehistoric Isle 2

February -(X002) Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena, Warrior Princess: The Talisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March -(X003) Jackie Chan Stuntmaster: Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April -(X004) Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

Yes! Send me the back issues indicated on the right.

Send this form to:

TIPS & TRICKS™

P.O. Box 15397
Beverly Hills, CA
90209

(Source Code AX8000)

QTY.			
January '97		x \$8.00=	
February '97	(X971)	x \$8.00=	
March '97	(X972)	x \$8.00=	
April '97	(X973)	x \$8.00=	
May '97	(X974)	x \$8.00=	
June '97	(X975)	x \$8.00=	
July '97	(X976)	x \$8.00=	
October '97	(X977)	x \$8.00=	
December '97	(X97A)	x \$8.00=	
February '98	(X97C)	x \$8.00=	
September '98	(X982)	x \$8.00=	
October '98	(X989)	x \$8.00=	
November '98	(X98A)	x \$8.00=	
December '98	(X98B)	x \$8.00=	
January '99	(X98C)	x \$8.00=	
	(X991)		
Subtotal			

QTY.			
February '99		x \$8.00=	
March '99	(X992)	x \$8.00=	
June '99	(X993)	x \$8.00=	
July '99	(X996)	x \$8.00=	
August '99	(X997)	x \$8.00=	
September '99	(X998)	x \$8.00=	
October '99	(X999)	x \$8.00=	
	(X99A)		
Subtotal			

QTY.			
November '99		x \$8.00=	
December '99	(X99B)	x \$8.00=	
January '00	(X99C)	x \$8.00=	
February '00	(X001)	x \$8.00=	
March '00	(X002)	x \$8.00=	
April '00	(X003)	x \$8.00=	
	(X004)	x \$8.00=	
Subtotal			

Total: _____

Name _____

Address _____

City _____

State/Zip _____

☐ Payment Enclosed

Charge My ☐ Visa ☐ MasterCard

Credit Card # _____

Exp. _____

Signature _____

California residents add 8.25% sales tax. Ohio residents add 7% sales tax. Foreign: Add \$10 each, U.S. funds only. Please allow 4 to 6 weeks for delivery.



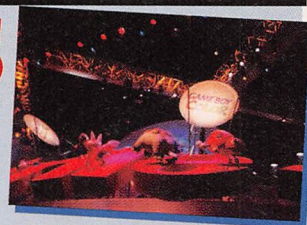
by Charlotte Chen

Pokémon REPORT



Pokémon at E3

An arcing Nintendo sign crawling with Pokémon dominated the Nintendo booth amid all the glitz and glamour of the Electronic Entertainment Expo held from May 11-13 in the Los Angeles Convention Center. Pikachu and Clefairy danced across the walls in a scrolling laser light show as giant television screens blasted music and images from Nintendo's upcoming titles. The *Pokémon Pikachu 2* was being schlepped around the show floor by Nintendo's pink-haired-for-now game counselor Bryan Hartman—and if you ranged outward from the center of the booth, you encountered scores of show attendees entranced by multiple stations showcasing Nintendo's playable versions of *Hey You, Pikachu!*, *Pokémon Gold* and *Silver* and *Pokémon Puzzle Game League*.



Pokémon Pikachu 2

Note: The artwork for *Pokémon Pikachu 2* may change for its actual release.

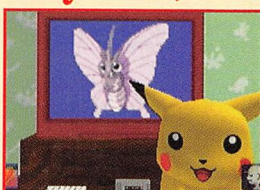


Pokémon Pikachu 2 is the vibrant, full-color sequel to the *Pocket Pikachu*. Hartman's own *Pokémon Pikachu 2* had already clocked in excess of 3,000 steps, no small thanks to the immensity of the Los Angeles Convention Center. The Pikachu virtual pet/pedometer encourages its owner to engage in actual exercise, normally a foreign concept to most gamers. Similar to real-life pairings, your relationship with Pikachu will thrive or ail depending on the amount of effort you put into it. If Pikachu senses he's stuck in a dead-end, go-nowhere relationship, he will quickly grow to despise you. The more slothful owners of Pikachu can cheat a little by exchanging watts between the *Pokémon*



Pikachu 2 and *Pokémon Gold* and *Silver* through the infrared port on the Game Boy Color, a method of interaction that *Pokémon* fanatics may have become familiar with through the Card Pop! feature of *Pokémon Trading Card Game*. *Pokémon Pikachu 2* should be available in September.

Hey You, Pikachu!

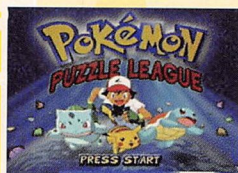


The Japanese *Pikachu VRS* N64 game is now officially titled *Hey You, Pikachu!* for its North American release. Although some of you may shudder at this name change, rest assured that the literal translation of the Japanese title *Pikachu Genki de Chu* is the even less palatable "Pikachu Happiness with Kisses." As my boyfriend and I observed the *Hey You, Pikachu!* stations, a surpassingly lovely Nintendo employee (i.e. booth babe) demonstrated how well Pikachu responded to the word,

"Dance." Despite the fact that various nearby males mistakenly assumed she was commanding THEM, Pikachu was on the ball immediately, moving and grooving with admirable Poké rhythm. This innovative new game for the Nintendo 64 comes packaged with a microphone peripheral and voice-recognition system that will allow you to watch Pikachu respond to your verbal cues. *Hey You, Pikachu!* will be available on November 6.



Pokémon Puzzle Game League



Moving toward the outskirts of the Nintendo booth, we encountered several folks entranced by *Pokémon Puzzle Game League*, or the game formerly known as *Pokémon Attack*. Pokémon from *Red*, *Blue*, *Gold* and *Silver* appear on screen to assist in battle, and the blocks contain various Poké symbols, like Poké Balls, but the gameplay is practically identical to *Tetris Attack*. Line up three symbols in a row and they'll disappear; blocks continually increase as you desperately try to stay alive in the six one-player modes and three two-player modes. Although this is just an old trick with a new dog, the game is still addictive, and will prove amusing for those Pokéfans who weren't born early enough to enjoy *Tetris Attack* in its heyday. *Pokémon Puzzle Game League* will be released for the Nintendo 64 on September 24 and for the Game Boy Color on November 20.



Pokémon Gold and Silver

On October 16, 2000, all the smart Toys R' Us employees



will declare mob law as they hide under counters holding their Nerf bats, because that date marks the debut of *Pokémon Gold* and *Silver* in America. Any Pokémaniac—or parent of a Pokémaniac with half a pulse—will be pushing and shoving with soccer-riot aplomb to ensure they get their copy(ies) before the inevitable sell-out. Nintendo's *Pokémon*

Gold and *Silver* stations were set around a huge circular bin that was filled to capacity with stuffed beanies. In *Gold* and *Silver* the 10-year old hero embarks on his quest armed with some fancy gadgets, including a cell phone and radio to keep

him in communication with Professor Elm and various Gym Leaders. (When I was 10 years old, I had nothing but a brick and a paper clip to play with...but I'm not bitter.) *Gold* and *Silver* features a breeding system,

100 new Pokémon, two new types (Dark and Steel) and several new Poké Balls; it also takes place in real time and assigns genders to your currently genderless Pokémon from *Red*, *Blue* and *Yellow*. Although the gender assignment process sounds like an activity better suited to a late-night *Jerry Springer* show, it's necessary if you want to create a monstrous little bundle of joy with your current cache of Pokémon. *Gold* and *Silver* also has diurnal (day-time) and nocturnal (night-time) Pokémon, which virtually

guarantees you'll be playing day and night trying to capture the elusive buggers. *Pokémon Gold* and *Silver* is going to usher in the next wave of Pokémания, so bolster your shelters NOW before it's too late.



NEW PIKACHU NINTENDO 64

Nintendo just released two new models of the Nintendo 64 hardware in Japan. Called the Pikachu Nintendo 64, the machines have a huge plastic likeness of Pikachu next to the cartridge slot; his cheeks light

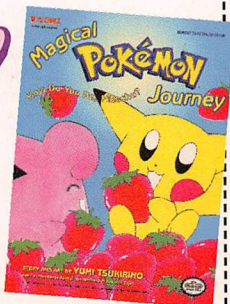


up red when you push the Pokéball-shaped switch to turn the system on. Pikachu's foot serves as the **RESET** button on both the blue and orange models. Nintendo of America has confirmed that it will be bringing at least one of these models to the U.S. this fall; pricing and package contents to be announced.

Viz Comics

Magical Pokémon Journey 1 and 2

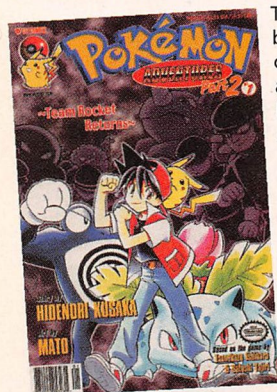
If the term "moon prism power" means anything to you, then you're already familiar with the anime genre known as shōjo. The shōjo, or "magical girls" comic, is a popular form of graphic adventure in Japan that combines



adventure and magic with romantic comedy. Viz Comics' *Pokémon shōjo* comic series, *Magical Pokémon Journey*, stays true to the shōjo formula employed in similar anime like *Sailor Moon* while integrating elements related to *Pokémon*. The first two issues of the series, *How Do You Do, Pikachu?* and *Cooking With Jigglypuff* star a young girl named Hazel who determines to win the love of the Pokémon trainer Almond by any means possible, from using love potions to going on her own Pokémon quest. *Magical Pokémon Journey* doesn't take

itself very seriously, as can be seen from various panels featuring personal commentary from artist Yumi Tsukirino, so take it with a grain of salt and indulge in the same guilty pleasure Jason gets when he watches *Roswell*.

Pokémon Adventures 2



This new six-issue comic by Viz continues the story of Pokémon trainer Red and his adventures during his Pokémon quest. Although Red's journey parallels the route taken in the *Pokémon Red* and *Blue* Game Boy titles, his escapades are unique to the comic book series. The first three issues of the continuing saga, *Team Rocket Returns*, *The Hunt for Eevee* and *The Nidoking Safari*, test our hero once again as he must

recover his stolen badges, prevent the resurrection of Mewtwo, and try to make it out of the Safari Zone alive with only a robotic Pidgey as a guide. Each issue retails for only \$2.95 and comes with complimentary color stickers while the supplies last.



SUNDOWN POKÉMON COMPLETE

These chewable vitamin tablets come in several different colors (I hesitate to say "flavors") with a raised image of a Pokémon in the center. The tablets contain

12 vitamins and seven minerals, making it a healthy daily supplement for anyone age two and up. These Pokémon vitamins have a falsely fruity taste that valiantly attempts but ultimately fails to mask the medicine taste at the core. Although I don't approve of children's medication disguised as candy, mostly because I (vaguely) remember popping *Flintstones* vitamins like popcorn, these tablets may be good for older kids and adults who don't like swallowing tablets. However, if you're determined to try these out for yourself, keep them out of the reach of children, or anyone else who may overindulge themselves, since everyone knows those child-safety caps aren't worth a darn.

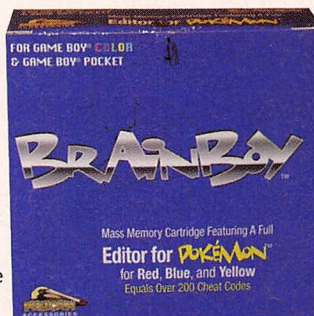
Pictured from left to right: Pikachu, Charmander, Gengar, Poliwhirl



BRAINBOY

Pelican Accessories revealed the Brainboy during the Electronic Entertainment Expo. This mass memory cartridge can hold a maximum of 150 save games at one time and includes a full editor for *Pokémon Red*, *Blue* and *Yellow*. Although this may seem like an excessive cushion for those gamers who like to take three steps and save, it errs in the opposite extreme from the *Pokémon* titles—which only allow you one measly save per game.

The Brainboy will also let you cheat to your heart's content while you laugh at those foolish humans who do things the hard way. Using the Brainboy it is possible to alter your Pokémon's stats, add all sorts of items to your inventory, ranging from potions to Master Balls, increase the speed of the game, activate Gym Badges, and create your own palette with the Colorizer function. When using the Brainboy, be sure to follow instructions and test it out first on a save game you're not too fond of, since inappropriate usage can result in damage to save game data. Also, be wary of transferring your enhanced Pokémon into *Pokémon Stadium*, which is engineered to detect such foolery and may revert your Pokémon to their original state. The Brainboy was released to the public on May 15th; it works on the Game Boy Color and Game Boy Pocket and retails for \$29.95.

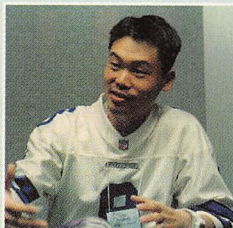




by Anatole Brown

日本 JAPAN REPORT!

An Interview with Keiji Inafune



Keiji Inafune is the General Manager of the Research and Development Department No. 2 at Capcom in Japan. He is the creator of the beloved *Rockman* (*Mega Man* in the U.S.) series and was also heavily involved in creating *Biohazard 2* (*Resident Evil 2* in the U.S.). He is currently heading the production of Capcom's most ambitious project yet, *Onimusha: Warlords* for the PlayStation 2, which is scheduled to arrive in the U.S. around the time the new system launches here. We talked to him, amongst other things, about *Onimusha*, *Mega Man*, Kurosawa and Hollywood! Thanks to Matt Atwood of Capcom for setting up the interview.

T&T: It seems that you always quickly embrace the latest gaming hardware and jump right into a new game that uses that technology, like when the *Super Famicom* (*Super NES* in the U.S.) was released, then the *PlayStation*, and now the *PlayStation 2* with *Onimusha*. Does new technology excite you?

Inafune: (Laughs) I certainly want the maximum amount of freedom when creating a game. It's really a no-brainer decision for me, especially with the PlayStation 2 being the most advanced console technology currently available. Freedom of creation is of utmost importance to me. I started making games with the *Famicom* (*NES* in the U.S.), which is a very limited platform. All my career I've been trying to break through these "limitations".

T&T: You're known for the *Rockman* (*Mega Man* in the U.S.) series, which has always been characterized by its cute and humorous themes. How is it different working on a game like *Onimusha* which has a more serious tone?



Inafune: I'm still a big fan of the childish, cute and humorous themes, but I'm also a big fan of movies. The look and feel of *Rockman* basically came about because of the limitations of the *Famicom*. I couldn't do anything that would be "realistic" until now. In fact, I've always wanted to do "realistic" games even back dur-

ing the *Famicom* era. You could say that I've been waiting for the PlayStation 2 all this time.

T&T: How was your experience in creating your first-ever 3-D game, *Rockman Dash* (*Mega Man Legends* in the U.S.)?

Inafune: 3-D games were becoming a standard in the gaming industry, so I challenged myself in making my own 3-D game. It was quite a challenge to take the traditional 2-D *Rockman* game bring it into a 3-D world. *Rockman Dash* actually became a great learning tool for me in creating *Onimusha*, especially in the area of character movement. If *Onimusha* was created on the the current PlayStation, as originally was planned, the game would have just ended up being an endless series of sword fights. If the camera simply followed the character, like in *Rock Man Dash*, you would end up just hacking away at anything in front of you. that, in my opinion, would create a boring game. In the *Biohazard* (*Resident Evil* in the U.S.) series, for example, the character has the ability to attack enemies from a considerable distance using firearms. In *Onimusha*, I have to think about making close combat with a sword as interesting as possible.

T&T: Are you a fan of *Jidaigeki* (Japanese TV drama set during the feudal era, very similar to *American Westerns*)?

Inafune: Rather than *Jidaigeki*, I'm a huge fan of Akira Kurosawa



movies. Actually, I was a big fan of a wacky *Jidaigeki* show called, *Shigotonin* (*The Hired Samurai*). They used this really cool effect on the show where they would show the insides of a victim as he was getting stabbed or getting his heart ripped out. Kind of like an X-Ray

shot. The other day, I watched *Jet Li* in *Romeo Must Die* where they used the same kind of effect. It's funny because Hollywood just started to use this kind of effect, when in Japan they were used in cheap *Jidaigeki* shows for more than ten to twenty years ago.

T&T: The same effect was also used in the movie *Three Kings*, where they show a bullet ripping through someone's guts...

Inafune: Exactly! It's that kind of fun stuff in *Jidaigeki* that I want to express in *Onimusha*. A lot of younger Japanese kids are unaware of ancient Japanese theater. Kids in Japan these days only are familiar with Hollywood films. It's really kind of sad. With *Onimusha*, I hope to re-introduce a fascination for films with an ancient Japanese theme. Even if I got one kid to go out and see a Kurosawa film because of *Onimusha*, it would make me extremely happy.

T&T: *Onimusha* is said to have the biggest production budget ever for a game by Capcom. Do you feel a lot of pressure?

Inafune: Absolutely! In fact, I'm scared! Don't get me wrong, I'm actually very thankful that I'm rewarded with a huge budget, but if the game comes out and nobody buys it then... The pressure is intense.

T&T: Have you used motion-capture technology for *Onimusha*?

Inafune: Only in some areas. Motion-capturing often includes a lot of unnecessary movements by the actor and kind of defeats its purpose. Most of the motion-capture stuff was used for facial expressions. For the sword-fighting movements, I studied a lot of sword fighting scenes in Kurosawa movies.

T&T: Many developers have expressed that programming for the PlayStation 2 is very difficult compared to other systems. What has your experience been like?

Inafune: Truthfully, the hardware is incredibly hard to program for! It's just been in the last few weeks that we've finally started to get used to it. On past game consoles, development for a game continued on a gradual upwards curve. If you spend enough time, the game just gets better and better. On the PlayStation 2, however, you can take as long as you want and still not make any progress whatsoever. You can ask, "Why can't we progress?" But obviously, it's a new system and nobody has any available answers. There are, however, sudden breakthroughs that occur with certain programming problems. So developing for the PlayStation 2 can be described as a series of "breakthroughs". Rather than a gradual curve, PlayStation 2 developing is characterized by a sudden rise, then a long plateau and then another sudden jump. It really would have been beneficial if I was able to make another PlayStation 2 game to get used to the system before jumping into *Onimusha*, but my company has trusted me to make an impressive game right from the start.

T&T: You've also done a lot of work on *Biohazard 2* (*Resident Evil 2* in the U.S.). How would you say *Onimusha* differs from other Capcom action/adventure games like the *Biohazard* series or *Dino Crisis*?

Inafune: The *Biohazard* series and *Dino Crisis* are defined by the emotion of fear. A zombie approaches, you're stepping back as you fire and hope you don't run out of bullets. It's all in the context of fear. In *Onimusha*, you control a samurai. A samurai is not characterized by fear; he doesn't hesitate or cower in any way. A samurai attacks his enemy



head-on and with purpose. He has to look good when he takes down the enemy! There may be many similarities with *Biohazard* as far as the basic presentation of the game, but my goal is to present an entirely new feel when playing *Onimusha*. The character only gets stronger in

Onimusha, by acquiring new weapons and learning new techniques. The main reason why we moved production of the game from the regular PlayStation over to the PlayStation 2, is because we think that it wouldn't have had any impact or shock-value on the regular PlayStation. I think Americans will really take to this game.

T&T: Do you ever have the American audience in mind when creating games?

Inafune: Absolutely! Especially with *Onimusha*, I am constantly thinking of the American and European audiences. There is still a question on how well the PlayStation 2 will sell overseas, but I hope *Onimusha*



will be one of those games that sells a lot more overseas than in Japan. Of course, I would also like to see the game do very well in Japan! The American audience seems to favor a more aggressive style of play. In *Biohazard*, for example, the Japanese tend to approach things with trepidation. Americans, on the other hand, come out with guns blazing! I mean, look at Hollywood films! That's why I think *Onimusha*'s aggressive style of play will be extremely popular in the U.S.

T&T: Any thoughts on your next project?
Inafune: I've been working on *Onimusha* for several years now, so it's kind of hard to think about jumping into a new project. I

always have two or three projects brewing in my head. Sometimes I think of a game and immediately create one. Sometimes I make a game and stop halfway and say, this isn't very interesting after all. Sometimes it's a project like *Onimusha* that's in my head for years and years.

T&T: Any interest in doing a 2-D game again simply out of nostalgia?
Inafune: Maybe one day. As far as I'm concerned, though, I've done everything I possibly can in a 2-D game with the *Rockman* series. I don't think I'll be able to create anything new.

Q&A Session with Kazunori Yamauchi



At the recent Electronic Entertainment Expo in Los Angeles, Sony held a private presentation with a question-and-answer session with the creator of the *Gran Turismo* series, Kazunori Yamauchi. During this time he demoed the still in-progress *GT2000* and answered some questions from the small audience. Here's what went down!

Yamauchi: Thank you for joining us for the presentation of *GT2000* which my company is working on. We'll start by showing you the demo version. First I'll explain the position of this demo in relation to the final retail version of *GT2000*. In terms of graphic quality, we feel that this is only 50% of where we would like to go. After the PS2 festival held in Tokyo back in February, we temporarily stopped working on the game portion of *GT2000* and went back to working more on the authoring tools, engine and other fundamental parts. The code itself is pretty much perfected, but some effects and other data still need to be added.

For each car model, we used approximately between 2,000 and 4,000 polygons. Pertaining to the number of polygons and the texture resolution, what you see in the demo now is probably what you will see in the final product. Compared to *GT2*, *GT2000* will have ten times the polygon count and ten times the texture resolution. As for the modeling, we feel that we have reached the limit in terms of the number of polygons that can be used for each car. The models you see here are a result of upgrading the original data that was used to model the cars in *GT1* and *GT2*. What my team is aiming for is not simply an increase of the number of polygons or resolution of the texture. That's the part of the game that we're going to start working on now. For example, we want to implement mist in the Seattle course. It's not as simple as just a fog. We want to be very precise in expressing the condition of the air. Two of the main elements that we want to work on are that and the lighting. In this way we hope to make the game more realistic. The current rendering engine can currently handle 20 million polygons per second, but it is not being fully utilized right now. So there's still processing power remaining to implement the additional things like the mist and lighting effects. By doing so it would bring the game closer to what you might see on television.

One other aspect we will be working on is the AI (artificial intelligence) of the opponent cars. Going from *GT1* to *GT2* to *GT2000*, we have pretty much perfected the physics modeling of the cars itself. We're now able to express cars [in terms of] how they move and so forth, so now we will concentrate on how a driver would drive them. By working on the AI, making improvements, we hope to bring the real driving simulator closer to a real racing simulator. We hope to make *GT2000* something that is not a linear extension of *GT1* or *GT2*, but something that provides a different way of playing the game.

Q: [Konami's] Hideo Kojima, in his presentation on Metal Gear Solid 2, has also talked about recreating the qualities of air and light. Are less physical nuances of reality like that going to be what really sets apart next-generation games?

Yamauchi: Yes, I feel that real time CG is always trying to catch up with film. In the past, I have also worked with cameras, taking pictures and films, and while I was doing that I felt that one of the most im-

portant things was the use of light. And now, due to improvements in hardware, I'm able to work on those aspects. I feel that finally a game machine will allow me to do what people in film have been working on already.

Q: To what degree will the opponent cars respond to the player's movements?

Yamauchi: In *GT1*, each car was already recognizing the player's position and movements. But up until *GT2*, you may have noticed that the actual cars in the game weren't driving as well as a real human being. So the first thing will be to make the cars' AI so that the cars will actually drive as well as a real human being. I also plan to implement the emotional factor: How much pressure the driver may be feeling or how many mistakes drivers have made, for each driver on the course. So the first step will be to make the cars move so that they drive as well or even better than a human. By doing so it will make the game more challenging. Once we get to that step, it will be closer to a real racing simulator. Then, by adding emotion, it will make become more exciting, realistic and enjoyable. There is a tendency in these kinds of games...they call it a racing game, but actually you're just alone doing a time attack. If you have opponents that drive well, with emotion, you need to be more strategic in the way that you drive.

Q: Are there any plans for GT2000 online?

Yamauchi: With respect to *GT2000*, we don't plan to make it an on-line game. With the finished version however, users will be able to get an idea of what it would be like if it were to be online.

Q: Regarding the air effects you talked about—is that going to be just a [visual] effect? If there is rain, will it affect gameplay?

Yamauchi: Rain will have an effect on gameplay. It will be difficult to drive in the rain.

Q: Is it possible to connect two PS2s for multiplayer games?

Yamauchi: I don't know if it is going to be possible, but we are considering linking the PS2s via I-link or USB. Personally, I'd very much like to do it, to link something like 32 people together, but it depends on our time schedule.

Q: Will there be rally racing and drag racing in GT2000?

Yamauchi: There will be rally racing in *GT2000*. As for drag racing, it will all depend on whether or not there is time in the schedule for it. Because we perfected the physics model in *GT2000*, it will make the rally racing much much better. The reason for that is, as you may know, in rally racing, the car's suspension moves considerably. In *GT2*, we were not able to do the sufficient calculations to allow for that movement. But now on PS2, we are able to do that, so it will be more realistic. So now, when the surface is very bumpy, you'll actually see the tires on the bumps. In *GT2* you were also able to modify suspension settings, but in *GT2000* it will be more accurate.

Q: I noticed the Kingdome in the Seattle course. Did you know that it is not there anymore?

Yamauchi: I heard that they tore it down. Me and my staff are talking about making the game so that when you complete the final round you see the dome being torn down. While we are on the topic of courses, I'd like to mention that in *GT2000* we are going to add two courses: One is the Monte Carlo city course and the other will be a course based on a real course in Tokyo.

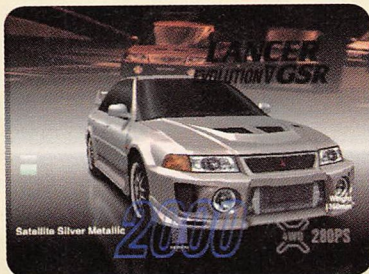
Q: Will the course in Tokyo be something like Ridge Racer?

Yamauchi: The main straight will be Aoyama Street. That's where our main building is.

Q: How many cars are going to be available in GT2000?

Yamauchi: Of course we would like to make as many additions as possible, but again modeling is very time-consuming work. To my team, each car is like a treasure. Unfortunately, I don't have any specific numbers for you today, but I'm trying to get as many cars as there were in *GT2*. However, that might not be possible. In *GT1*, one designer was able to create one car in one day. In *GT2000*, it takes one designer two weeks to create one car.

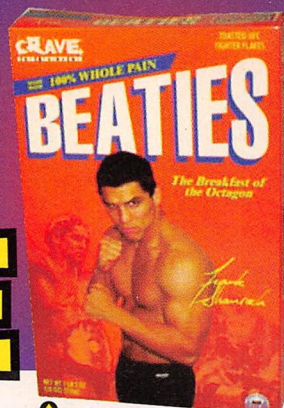
—Ara Shirinian





Welcome to the Dog Days of Summer! We have just what you need to escape the heat. It's all right here: toys, accessories, foods and more. There's no need to run outside and melt your noggin. So sit back, feel the breeze, feel the splash and relax in the...

COOL ZONE



This is one of the funniest promotional items we've received in a while! We got a box of "Beaties" from Crave, promoting its Ultimate Fighting Championship game coming out for Dreamcast and PlayStation later this year. The box features Frank Shamrock and has quotes like, "Made with 100% Whole Pain Beaties" and "Start Your Morning with a Beatin'" Some of us have come in looking black and blue in the mornings.



These mini Servbot figures (called Kobun in Japan) from Mega Man Legends and The Misadventures of Tron Bonne are made by Capcom for the Japanese market. Each figure has some cool accessories, like a money bag and "Keep Out" sign. There are about eight Servbots in the series and each one has a different facial expression. Demand your local import store to bring them in!

In order to promote its upcoming Alien

Resurrection game, Fox Interactive sent us this Face Hugger beanie. Most people don't think of the Face Hugger as being cute, but this critter is even suitable for your girlfriend. We're wondering if they have a plush Alien baby that pops out of your stomach. Wouldn't that be adorable?

Pelican Accessories just released this very interesting Game Boy Color/Game Boy Pocket peripheral called Boom Box Boy. It allows you to listen to FM radio stations with your Game Boy! It comes with padded "bud"-style headphones and allows you to auto scan radio stations. The unit connects to the link port of the Game Boy and doesn't require any batteries. You can actually play any Game Boy game and still get a pretty good signal while playing. No more listening to cheesy Game Boy music!



Blue Box Toys has just released Fighting Force and Fighting Force 2 figures and they're available in stores now. Shown here is the big daddy, Smasher, from the first game. Also available are Hawk, Mace and Alana. Each figure comes with a weapon and a diorama to display it on.

Also from Blue Box Toys is this Omega Boost figure. You can also get Herbacher and Beta Boost from Sony's Omega Boost game to complete the set. Each figure comes with a weapon and has many articulation points so you can pose them in any way you want. Look out for more cool video game character figures in the future from Blue Box Toys!



Goodbye, NeoGeo Pocket! (sniff, sniff) The U.S. division of SNK has finally closed its doors and all the NeoGeo Pockets have been yanked from the stores. We did, however, manage to secure this cool NeoGeo Pocket keychain before SNK pulled the plug on its whole U.S. operation. If you can still find NeoGeo pocket stuff at your local store, grab it 'cuz it won't be around much longer!

On a happier note: These Dragon Quest plush keychains—Slime and Marine Slime—were given to us by Enix to celebrate the opening of the company's U.S. offices. Everyone say "Hi!" to Enix, 'cause they're going to be releasing some cool games in the U.S. this year.



THE FEW. THE PROUD. THE SUB-HUMAN.

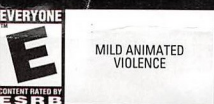


Man or Beast? You decide - as you plot your battle strategies,
train dragons and use the power of wizards to defeat your enemies.

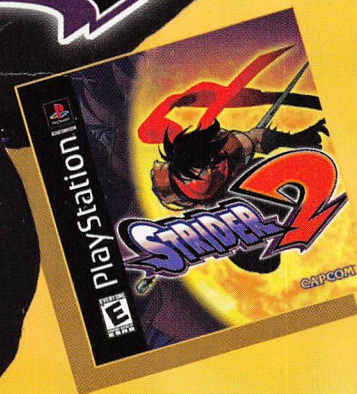
WARLOCKED™



GAME BOY
COLOR

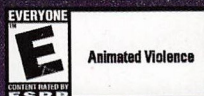


The Amazing Hero is Back!



A dark and dangerous future. An elusive hero. Now, one of the world's most legendary heroes, Strider Hiryu, returns on the PlayStation® game console. Armed with his light sword, Strider blazes through the darkness to battle the evil dictator, Grandmaster.

Featuring 2 discs of gritty action adventure, this highly anticipated sequel also includes an incredible bonus...the complete, original Strider adventure.



CAPCOM
www.capcom.com

© CAPCOM CO., LTD. 2000 © CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. STRIDER 2 and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.